THE OFFICIAL SEGA SATURN MAGAZINE

SEGA SATURN MAGAZINE

ISSUE 1

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Previously known as SEGA MAGAZINE

HANG ON GP '95

Sega's motorcycle racer burns onto Saturn

VIRTUA FIGHTER 2

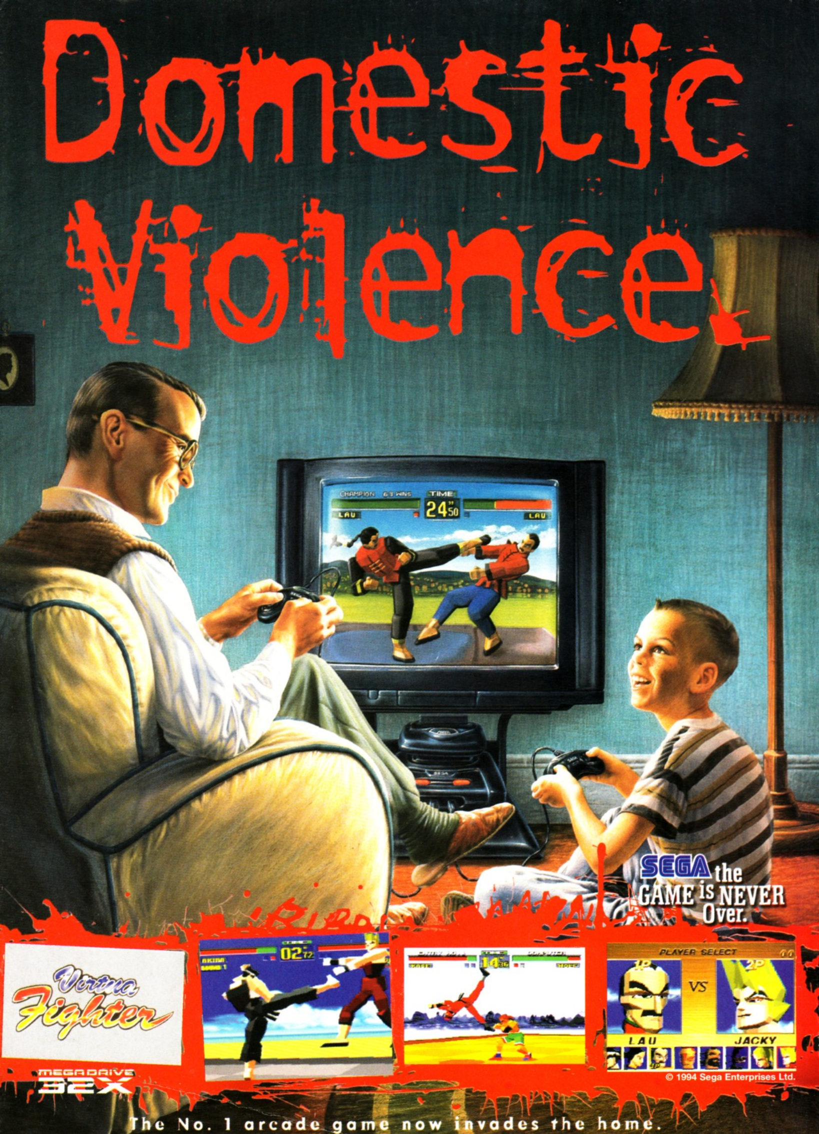
The best combat game EVER is here!

FIRST review of

MORTAL KOMBAT II

No preview video? Ask your newsagent.
Video not available overseas, sorry.

PLUS: Virtua Cop F1 Clockwork Knight 2 Sega Rally Indy 500 Sim 2000 ThunderHawk 2 Golden Axe Duel



Domestic Violence
SEGA the GAME is NEVER Over.
Virtua Fighter
MEGA DRIVE 32X
© 1994 Sega Enterprises Ltd.
The No. 1 arcade game now invades the home.



CHRISTMAS IS COMING AND THE SATURN IS GETTING PHAT!

Yep, the Sega Saturn's been available in Europe for around four months, but now is when things really start to hot up. Having already set the agenda with mind-boggling games like Virtua Fighter, Daytona USA and Panzer Dragoon, Sega are now going to unmask the Saturn's true capabilities with the second generation of 32-bit titles. Virtua Cop, Sega Rally, and perhaps the most eagerly awaited game ever, Virtua Fighter 2, are in the final stages of programming. The results, we can promise you, are going to be phenomenal.

Of course, the Saturn isn't the only next generation console in the race. There are other gaming machines out there and each one of them has their own selection of fine titles. Once again it's an exciting time for the console industry as people ponder which machine to buy.

So, do you buy a games machine with a range of impressive 3D games, or one created by the world's leading arcade manufacturer, featuring totally perfect conversions the world's most advanced, most exciting arcade games?

C'mon, we've all made decisions harder than this...

SEGA SATURN™

MAGAZINE

The next generation of magazine for *the* new generation games machine

contents



WIN! a pinball machine worth £3000! See page 55 for more details!






60 64 26 78

PREVIEWS

REVIEWS



REGULARS



SEGA 16-BIT MAGAZINE

SUPERSTAR SOCCER 82

Konami's excellent footie title breathed life back into the flagging SNES last Christmas, and looks set to do the same to the Megadrive when it's released in January. We reveal the first screenshots and explain why it's going to blow FIFA out of the water and exactly what makes it so good.

PREVIEW

REVIEWS

All the finishing moves you could ever need, plus an endurance cheat and a code which allows you to play as the bosses. What more could you possibly want?



VIDEO GUIDE
Turn to pages 6 and 7

COVER STORY:

SHOWCASES



FEATURES



YOUR EXCLUSIVE SEGA SATURN VIDEO PREVIEW GUIDE!



You may have noticed a rather strange thing about the first issue of SEGA SATURN MAGAZINE. No, it's not the absence of 16-bit tat usually covered to fill up pages – it's the exclusive preview video stuck on the front of the mag. Good, isn't it? Now, we know that being absolute Saturn freaks you're going to watch your half-hour of gaming heaven over and over again, but to supplement your visuals we've dedicated these two pages to explaining a little more about the most important games, where they come from and why you'll want to be playing them in the near future. So, without further ado...

REMEMBER! The games shown on this tape are not finished and some are very, very early on in development. If there are glitches, or parts of the game missing, this is only to be expected, and we thought that you'd rather see raw footage of forthcoming titles than nothing at all – plus this is the only way we can show you footage of games before they're finished. This is most evident on Virtua Fighter 2, where the player's hits do not connect, and Sega Rally, where parts of the scenery haven't been finished.

VIRTUA FIGHTER 2

Without a doubt, THE most exciting game on the entire tape! The version filmed for SEGA SATURN MAGAZINE readers was flown in especially from Japan and provides the most up to date information on the game in the entire world. See for yourself the brilliant texture mapping on each of the characters and witness early character demos for a sneak preview of how the game was put together – then sit back and watch each character do their stuff. We guarantee that you won't get coverage like this anywhere else – not even the Japanese have been treated to a cover mounted video.







SEGA RALLY

Taken from the very latest version of the game, this is yet another WORLD EXCLUSIVE for SEGA SATURN MAGAZINE. Originally, we thought we'd have to show you a demo of a single car racing around the track without any opposition. However, at the last minute, this version with every track from the arcade original, plus all the enemy cars arrived in at Sega Europe's HQ. It shows footage from each of the three tracks (in car and out-of-car views were filmed) and even shows a sneak preview of the bonus Lakeside track. We think you'll agree that this is one of the most exciting games seen on any home console.







VIRTUA COP

First seen at the Tokyo Toy Show in June of this year, Virtua Cop stunned crowds of people with its arcade-perfect graphics and fast-paced gameplay. Unfortunately no other demos of the game have been released since then, but rumour has it that the AM2-created title is nearing completion in Japan. Our footage shows scenes from the first level of the game and, as the guns weren't ready at this point, it shows it being played with a joypad (hence the crosshair on the screen). This is yet another top title that should be in the shops by Christmas.







X-MEN CHILDREN OF THE ATOM

Again, this was another one that turned up at the last minute – and luckily, it was well worth the wait! Converted from the Arcade smash-hit by Capcom, the demo shown on the video is only around 75% complete and already looks amazing! The game is arcade perfect and since it arrived in the office it has been played almost continuously, unless someone runs off with the disc, which happens all the time. Unfortunately, the finished import version has been delayed, and it looks unlikely that this will be appearing on the shelves before the end of the year.







TIME WARNER VR VIRTUA RACING

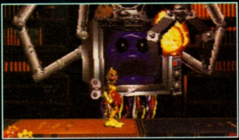
Yes, it is a bit of a mouthful, isn't it? If you haven't heard of Virtua Racing by now – where have you been? Unlike the other Sega arcade conversions on the video, this wasn't handled by either AM2 or AM3. Instead the licence was sold off to Time Warner Interactive. The result does resemble the original Virtua Racing, although both the graphics and gameplay have been improved and plenty of new features have been put in to bring the game up to date. This is the only demo of the game in existence, so it's definitely worth a look.






CLOCKWORK KNIGHT 2

The original Clockwork Knight may have been something of a travesty, but this sequel has more than made up for it. The graphics are far more innovative than the original version, and the gameplay too offers much more excitement. Once again, it's up to Pepperachou to rescue the fair Chelsea from the clutches of evil, and each level employs some of the most impressive bosses ever seen. Ignore the original, and watch the sequel on this vid and you will agree with us when we say that this is the best platform game on the Saturn.





ALIEN TRILOGY

Another title from Acclaim, this game has been bandied about for over a year, although no one has ever managed to find out much about it. But, when other magazines bring you mere screenshots, you lucky SEGA SATURN MAGAZINE readers can actually see the early demo in its full glory, and what the heck, there's even a bit of gameplay thrown in there too. Due out in March of next year, this is probably the one title on the video that has the most work left to be done on it – although from what we've seen so far it's looking very slick indeed.





WING ARMS

This is another Sega home grown title, this could redefine the air combat game as we know it. It's another amazing 3D texture-mapped extravaganza, with slick graphics, frantic gameplay and loads of whizz-bangs – and this is your first chance to see it up and running. The PAL conversion of the game is nearing completion at the moment, with the Japanese-to-English speech and text translations the only real things left to deal with. Check out the game on this video and keep an eye on the shelves 'cos it's due to appear around November time.





And all this too...

Coming soon from Sega...

Sega Rally ● Virtua Fighter 2 + Character movement demos ● Virtua Cop ● Wing Arms ● World Series Baseball ● Clockwork Knight 2 ● NHL All-star Hockey ● Cyber Speedway ● Hang On GP '95 ● Formula 1

Also Coming Soon...

X-Men:
Children Of The Atom
NBA Jam Tournament Edition
WWF Wrestlemania Arcade
Virtua Racing
Victory Boxing
Mortal Kombat 2 – no sound effects on this demo
Alien Trilogy
Shellshock
Tilt

Out Now From Sega...

Bug
Virtua Fighter Remix
Panzer Dragoon
Daytona
Shinobi -X
Victory Goal
Pebble Beach Golf
Digital Pinball
Myst

SEGA SATURN™

N | E | W | S



JAMMA SHOW sees NEW ARCADE GAMES UNVEILED

The recent Tokyo Jamma show saw loads of quality new arcade games on show, and SEGA SATURN MAGAZINE called upon its Japanese correspondents to report on the proceedings. AM2 unveiled their latest beat 'em up Fighting Vipers (based on the arcade version of Virtua Fighter) along with the first playable versions of Virtua Cop 2. Manx TT was on eight player link-up, AM1 revealed a new game entitled Virtual On, and Capcom announced their new comic arcader Marvel Super Heroes. And, here are the details in more, erm, detail,

FIGHTING VIPERS

Fighting Vipers is AM2's latest creation and, although it uses the same model 2 board as Virtua Fighter 2, it looks very different. However, the gameplay is very similar to Virtua Fighter 2, which should guarantee its success when it's released over here. Yu Suzuki, head of AM2, has kept unusually quiet about the project, even though it's almost completed, which gives us reason to believe that the game is merely a stop gap to keep the punters happy until Virtua Fighter 3 is released. However, shots of the game do look really impressive, with each of the characters seeming more Americanised than their Virtua Fighter cousins, and they can use weapons too – including a skateboard in one instance. Hopefully the machine will be on playtest in the UK by next month, in which case we'll be able to bring you an in-depth feature very soon.













DRONING *on a bit*

Welcome to the very first issue of SEGA SATURN MAGAZINE. Hopefully most of you will have already heard about the mag from last month's announcement in SEGA MAGAZINE. Essentially, this is SEGA MAGAZINE – it was created by the same people and still has the same packed pages that it always had. However, with the arrival of the Saturn, the emphasis on gaming has shifted – we're no longer subjected to the awful music and tacky graphics that once graced the Megadrive – instead, we're treated to arcade perfect graphics and CD quality sound. Hence the name change and, well, complete design overhaul.

Anyway, enough of me harping on, hopefully this issue will speak for itself – we certainly have all the up and coming top titles for you to see in both magazine and video form, and I can quite honestly say that you won't find this kind of coverage anywhere else. If any of you have any comments about this issue, whether they be good or bad – we'd love to hear your opinions (address on the mag intro page). In the meantime, enjoy...

SAM HICKMAN, EDITOR

RICH — MANAGING EDITOR

In his quest for ultimate power Richard has now abandoned his puny physical form and has become and omnipresent god. This way he can edit Maximum and keep an eye over Sega Saturn Magazine. In fact, try summoning him into your own home by sacrificing lumps of French cheese and chanting 'Richard' backwards.

TOM G — DEPUTY EDITOR

Monkey boy has had a busy month, what with growing his first facial hair and discovering fairies at the bottom of his mum's garden. He's even built a little grass hut down there so he live with his new friends. They don't really exist, but it gets him out of the way for a while.

TOM C — ADDITIONAL DESIGN

Disaster stuck the C-boy this month when Slow Boat To Barnet lost part of their name. "It was there when we printed the t-shirts for our world tour of Basildon, but when we arrived it was rent asunder". The 'Slow Boaters' as they're now known, will be retiring to small avocado plantation in Mexico at the end of the month.

DAVE KELSALL — ART EDITOR

Well, what can we say about new-boy Dave, eh? He's tall. Oh, and he's also the bloke responsible for making Sega Saturn Mag the top-looking organ you're currently holding in your shaking hands. Oh, and he likes chimps, so send him some pics of monkeys in uncompromising positions. He likes that.

JASON — DESIGNER

Yes, in a major coup Sega Saturn Magazine have signed Take That's very own Jason. Amazingly, he quit his job at Take That furnishings in Huddersfield to pursue a life where the wages are high and the hours low. Ha, what a fool. And he makes the tea because he hasn't got the bottle to stand up to us.

ED LOMAS — BOY FRIDAY

What more can be said about the tipstrel-cum-reviews meister that his Edderados Del La Lomasoma? He's skinny for a start, and he's not hugely tall. But he does have unnaturally long fingers which are designed purely for playing games and wielding his mighty joypad of doom.

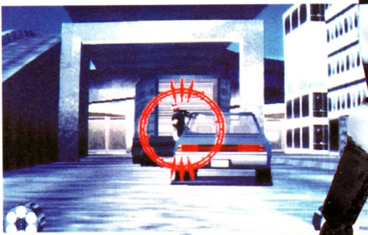


The *rozzers* return

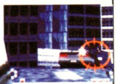


With Virtua Cop set for a November 24th release in Japan, it would seem Saturn owners are going to have the greatest arcade gun game in their homes before Christmas. Except that isn't quite the case. You see, Virtua Cop is about to be superseded as the greatest arcade gun game, by its long-awaited sequel Virtua Cop 2.

An early version of Virtua Cop 2 was unveiled to rapturous response at the recent JAMMA show in Tokyo. AM2 have kept the game much in the vein of the original, allowing two players to rampage through three different levels. Level one sees virtua cops Rayge and Smarty involved in a street shootout, before the felons make a break in their cars, taking the gunfight onto the road as the cops pursue in their police car. Level two opens with a shootout in the docklands district before moving onto a luxury cruise liner for plenty of corridor-style gun fighting. And the final level takes place in the busy subway train system. Using the same Model 2 technology as the first Cop game, VC2 looks far superior even at this relatively early stage. There's no fixed release for the game, but we expect to see it in arcades before Christmas so expect a full showcase in the next couple of months.













MANX TT



Now that Sega Rally has almost been completed on the Saturn, Research bods AM3 have turned their hand to another racing title, this time based on the Isle of Man TT race.

From what we can tell, the game is finished and, although the action takes place on bikes instead of rally cars, even better than Rally, which is no mean feat considering how good that was. Watch out for more on this one next month when we'll be getting our hands on one of the very first versions in Europe.

FULL FORCE

What's this? Another obscure battle strategy game perchance? It certainly seems that way from these early screenshots. There's not much information at the moment, and it's uncertain whether it will appear in the UK, but it does look very impressive with some smart visuals, loads of things going on and lots of big weapons.









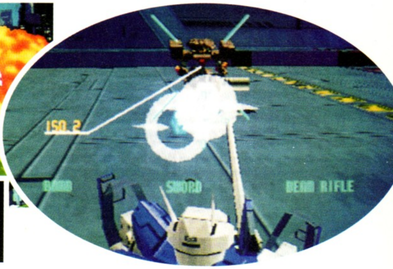
VIRTUAL *ON*

Dwarfed by the might that is AM2 and AM3, AM1 have always had a tough time of it when it comes to getting their titles noticed. But then again, when they come out with titles such as Cool Riders, that's only to be expected.

They're looking to put things right this time round though, when they unleash Virtual On to the European public. The title took something of a back seat at the show – understandable when you consider the huge amount of attention devoted to Manx TT, but it did attract a fair crowd of budding AM fans, which is a good indicator that it will be popular over here too.

The game takes the form of a 3D robot blaster where you choose one of eight characters to wander around 3D environments and shoot enemy robots with. Each character has three weapons, controlled by using two joysticks – one to shoot everything in sight, and the other to look around and manoeuvre. There's also plenty of action, and the robots are made up from the usual AM-polygon construction kit. Like we said, this was more low key than the other two titles, but nevertheless, we'll be bringing you more info in the next issue.









SATURN X-MEN *nears completion*

Ask any arcade fan what the hottest 2D beat 'em up was this year and, if they've got any sense, they'll name X-Men: Children of the Atom as number one. It's totally stunning, it stars the coolest superheroes in comicdom and you'll be able to play it on the Saturn real soon.

And the good news is the Saturn version looks set to be virtually identical. Originally scheduled for a September 29th release in Japan, the game's street date has been put back, but we've managed to play a special demonstration version designed for Japanese retailers to showcase in their shop windows. And amazingly it looks, sounds and plays like the coin-op original right down to the very last detail. The finished version will have eight selectable characters – Cyclops, Wolverine, Iceman, Omega Red, Colossus, Psylocke, Spira and Sentinel – and the two bosses, Juggernaut and Magneto.

X-Men: Children Of The Atom is causing quite a stir in our office and if Acclaim manage a pre-Christmas release it will undoubtedly be one of the hottest Saturn games around. All the more so because Playstation owners don't get their version until sometime next year. Look out for our huge review and showcase soon. In the mean time you can find out exactly how good it is for yourself because it's another one of the top titles featured on our excellent cover video!









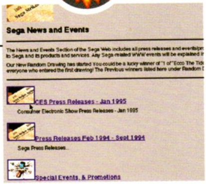




SURF the SEGA NET

If anyone looked back on 1995 and wondered what the most important influence on popular culture was, they'd have to say the Internet – and if you own a Saturn you could be on-line next year. Sega are working on an add-on which allows direct Internet access. It's also designed for network gaming over the phone-line, which makes link-up cables look puny and out of date.

Sega Europe's head, Malcolm Miller commented " The creation of Sega's new multimedia division shows the level of commitment we have to this format and provides us with further evidence that the true potential of the Saturn is still to be released." No price has been fixed, but it looks like being the shops by July 1996.



PUTTING THE HEXXEN ON YOU



Top PC title Hexxen (the follow up to Heretic on the PC and a kind of Doom with swords), is Saturn-bound and with any luck, will be in the shops by Christmas. This is a 3D adventure with loads of atmosphere, tons of action and the graphics are nothing short of amazing. Although there are RPGs on the way from Sega themselves, this has plenty of blood and guts and is far less cutesy than anything we've seen from the big S. We'll be bringing you a huge preview on this one next month.

BAKU BAKU earthlings



One of the most entertaining Megadrive carts ever has to be Dr Robotnik's Mean Bean Machine, so you'll be glad to hear the Saturn's getting similar games. Baku Baku Animal is the first, but instead of coloured beans it features cutesy critters and their favourite foods. Due to the obscure nature of this title it's unlikely that this will officially reach UK gamers, although you can be guaranteed that it will reach these shores in some form.

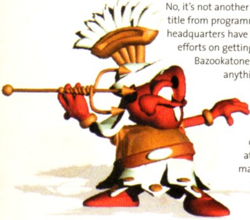








BAZOOKA JOHNNY



No, it's not another form of gum from the seventies. It is, in fact, a brand new Saturn title from programming house US Gold. Like everyone else, the programmers at their headquarters have been working away on new systems, and are concentrating their efforts on getting some top quality Saturn titles out in time for Christmas. Johnny Bazookatone is their first, and they're aiming for it to be very different from anything they've done before. Johnny, though, is your usual platform-ing hero – gelled back hair, attitude like nobody's business and positively brimming over with testosterone. He appears in his very own platforming game, and, before you groan, the Goldies have promised us that it won't be anything like the stuff seen on the 16-bit machines. All of the levels use Silicon Graphics-created sprites and backgrounds, and the gameplay, which employs many puzzle elements, aims to be much more complex than platformers of ye olde days. The characters you see here are the first actual graphics released from the game, and give you a good impression of the kind of tone US Gold are trying to put across.

KOMBAT 3

Although SEGA MAGAZINE readers will have already seen our shots on MK3 months ago, we're going to run this story again for anyone who hasn't already seen it. So, here we go: MORTAL KOMBAT 3 IS COMING! Snapped up by GT, who incidentally whipped the licence from under Acclaim's feet, it's due for an early '96 release. The reason for this, as you may have heard, is that Sony have embargoed the game from appearing on any other format for a period of six months – spoilsports. The good news for all Saturn owners is that Mortal Kombat 3 WILL be arcade perfect in every single way known to man, and it will be every bit as good, even though it will arrive a bit later than everyone would like. As far as we can tell a lot of the features are taken from the version two coin-op – which was totally fantastic for combos.











THIS UNHOLY ACT GIVES SHAO KAHN THE POWER TO STEP THROUGH THE DIMENSIONAL GATES AND RECLAIM HIS QUEEN. THUS ENABLING HIM TO FINALLY SEIZE THE EARTH REALM.

WANT A REVOLUTION

Arcade conversions are arriving on the Saturn thick and fast, and with this month comes news of yet another – Revolution X. This little-known shoot 'em up features veteran rock fraggles Aerosmith and, with any luck, it should be arcade perfect by the time it arrives on the Saturn. For those who have never indulged on this mammoth rock fest before, it goes something like this: The badniks of the twenty-first century are attempting to stop people from listening to rock music ever again, and bungle an attempted kidnap of rock gods Aerosmith. Naturally, the Aeros launch a full attack against these evil philistines and shouting orders from their secret hideaway, command you to sort out the bad guys for them. Typical rock stars, eh – never do their own dirty work.

NOMADIC LIFESTYLE

Gadget freaks will be over the moon at this latest announcement from Sega – it's a handheld Megadrive! Yep, from a Game Gear sized machine, you'll be able to play all your Megadrive games on the move. Well, we say you'll be able to play it, but at the moment Sega Europe are undecided whether they'll be releasing it over here. We think it would be a great idea though – if it went on sale for around £150 (the actual price of the handheld is still undetermined) it could sell bucketloads, and it will certainly give all those old Megadrive carts an extended life. The handheld also comes with an adaptor so you can play games through the TV too. And, here it is in all its glory.



THE DOG'S PERIPHERAL



SEGA SATURN

Sega Saturn's accessories are pushing game play to a whole new level. Especially the awesome new Video CD Card (MPEG), which allows you to watch movies and music videos like never before. These peripherals are definitely not to be sniffed at.

the GAME is NEVER Over.

MARVEL *super* HEROES



Coming soon to an arcade near you is Capcom's sequel to the X-Men coin-op – Marvel Super Heroes. Based on the recent Marvel crossover storyline 'Infinity Wars', the game features four of the arcade X-Men – Wolverine, Psylocke, Juggernaut and Magneto – plus six more top Marvel characters – Blackheart, Shuma-Gorath, Iron Man, Captain America, Spider-Man and the Incredible Hulk. And if you think X-Men is amazing, just take a look at this game. The super combat is taken to even more extreme heights with Spidey's acrobatic and web-slinging antics, and The Hulk can even leap into space to drag an asteroid down! On top of this, you can collect Infinity Gems, that endow you with various super powered attributes such as turbo speed and invincibility. Collect them all and your character's fighting abilities are totally transformed. And you'll need them all to defeat the final boss, a character called Thanos, who in the comics wiped out half the sentient population of the Universe with a single thought! More next month, true believers!





JACK'S *BACK!*









Already a hit on the PC, Infogrames' Alone in the Dark is to be converted to the Saturn. This game is already in its third incarnation on the PC, and has proved to be one of the biggest games of all time – with this regarded as the best of the three.

It seems as though there will be a fair amount of these games released on the Saturn next year, and they're the prefect tools to show off its graphical capabilities. Here's a few early screenshots just to give you an idea of what you'll be seeing in a couple of months.

STOP PRESS!

If you're thinking of entering our pinball competition on page 55, take note that there's been a change in the rules. All high scores must be recorded on the Gladiators table – that's the first table in the game. Thank you.

ANIME INTEREST YOU...





We predicted it months ago, but we never really thought that it would happen... Virtua Fighter is getting the Anime treatment! We don't really know much about the story that the series will follow but, hopefully, it will be a lot better than the recent Streetfighter effort. It's not known at the moment whether AM2 have any involvement on the project at all, although it seems likely that each character will retain their traits from the arcade original. More news on this one as and when, but in the meantime, here's a sneak preview of what the finished result should look like.



I ALWAYS CLEAN MY FACE WITH **OXY DUO PADS**. THE ROUGH SIDE CLEARS ALL THE DEAD SKIN, GREASE AND GRIME OUT OF YOUR PORES. THEN THE MEDICATED STUFF IN THE SMOOTH SIDE WIPES OUT THE BACTERIA THAT CAUSE SPOTS. WHAT'S MORE, IT STAYS ON YOUR SKIN AND KEEPS ON WORKING FOR HOURS.



I USE **OXY DUO PADS** EVERY MORNING AND EVENING WITHOUT FAIL. YOU CAN CALL ME PREDICTABLE, CONVENTIONAL, WHATEVER; BUT YOU CAN'T CALL ME SPOTTY.



SPOTS? OXYCUTE 'EM WITH OXY 10!

OXY 10 TREATMENT FOR SPOTS CONTAINS BENZOYL PEROXIDE · ALWAYS READ THE LABEL · OXY AND OXYCUTE 'EM! ARE TRADE MARKS.

In Development

Wondering whatever happened to *Yumemi Mansion?*

Losing sleep over the fact that D hasn't yet appeared on any UK release schedule? Well, worry no more, because we've tracked down all those elusive overseas titles and can even ascertain when (or if, as the case may be) they'll be appearing in good old Blighty. And remember, you may have already read reviews on some of these titles in lesser magazines, but you certainly won't be able to play them without paying hefty import prices and adjusting your PAL Saturn to play foreign titles – which we do not advise.

Hang On GP'95





BY SEGA | RELEASE TBA

Even though it's old enough to be your grandmother, Sega's Hang On! coin-op is probably still the most famous arcade motorcycle racer in existence. So, it's good to hear that Sega are warming up an all-new 90's version of the game for the Saturn. Mind you, it's such an all-new version that, short of the name and the fact that it's got bikes in it, it's absolutely nothing like the original Hang On! at all. In fact, it's more like Daytona USA, complete with fully textured polygon graphics. Still, the idea of a Hang On-style racing game with fully 3D graphics sounds like a pretty tasty prospect. And indeed, from the early version of the game we've played, it's shaping up to be a potentially hot title.

Hang-On GP features three different viewpoints as you race against 20 other bikes, passing through checkpoints to keep the time from running out. There are five different bikes to choose from, each with its own handling, acceleration and top speed ratings, and six scenic courses to race them on. Although Hang On GP is already running at a fair old speed, it still requires a lot of work on the handling and skidding of the bike before it's complete. Nonetheless, its due out Japan in October and should prove to be an excellent racer.



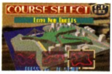






Looks a bit better than the original Hang On!, doesn't it?





Sega have included their usual arsenal of devious, taxing courses.

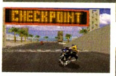


Hang On GP promises to be dead fast.





Plenty of twists and turns to negotiate.



It's going to play as well as it looks.





Now this is proper seat-of-your-pants racing. It's made even tougher by the way the bike banks around corners.



Guardian Heroes

BY SEGA/TREASURE RELEASE TBA

Treasure are almost living legends where innovative game programming is concerned – they were responsible for some of the most exciting titles on the Megadrive, such as Gunstar Heroes and Dynamite Headdy. Famous for games involving huge bosses, and, well, not a lot else, they've been somewhat quiet of late. The reason for this absence is because they've been busying away on Guardian Heroes, a brand new Saturn beat 'em up. Based in their now-classic style this is a side-scrolling beat 'em up featuring six different characters. By calling up your warrior's thought bubble you can summon helpers, massive explosions and a host of weapons which can be used to defeat enemies. In the vein of all Treasure games, the action is absolutely frantic, and there's loads of stuff on screen at once. They're even attempting a simultaneous six-player battle mode. It's still undecided whether this game will ever make it on to UK release schedules, but we certainly hope it will – it may not be the most visually impressive product we've seen, but it plays really well.





These huge explosions and special effects make Guardian Heroes look like a real hot prospect.









F-1



BY SEGA RELEASE 1996





Hooray! Another driving game for the Saturn! And it should be a brilliant one! Hooray!













Sega have become something of racing experts of late. In addition to converting Hang On to the Saturn, they're also deep in the development dungeon working on F1. Now, this game never appeared in the arcades, but Sega are still hoping for big things when it's released early next year. Every single detail of Grand Prix racing has been painstakingly recreated, from authentic tracks to real cars and the ability to tweak just about every detail of your F1 racer. It also aims to recreate the atmosphere and feel of Formula One race driving, making it more of a simulation than other driving titles such as Sega Rally or Daytona. More on this one next month when we should have our hands on a preview version.

Mansion of the hidden souls





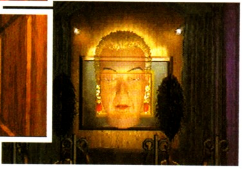
BY SEGA RELEASE NOVEMBER

This haunted house mystery was released at almost the same time as the Saturn in Japan (and named Yumemi Mansion) and received a rather lukewarm reception. The basic premise of the game is similar to 7th Guest – there's a spooky house to be investigated, and to get to the bottom of the mystery you'll have to explore every inch of every room, discover clues, and find objects that will allow you to access new and secret parts of the house. Played from a first-person perspective, the game features fully rendered rooms and an array of bizarre characters who are trapped in the house, which are, naturally, all out to get you. When this first arrived in the office it seemed to be a straight copy of the Mega-CD game of the same name. Now we've had a look at the PAL conversion, the story is a little different and, of course, the graphics are about a hundred times better. Although this should be out by mid-November, there's still work left to be done on the English version, hence the lack of a review this issue.





Surely ghosts don't play pool. Or do they...




The red carpet treatment.



WING Arms

BY SEGA RELEASE NOVEMBER





We've followed this game very closely in Sega Magazine – from the very first screenshots to the near-finished version that we're able to show here. From what we've seen and played, it seems as though Sega could have a real winner on their hands. Taking more of an arcade air-combat stance rather than concentrating on being a flight sim, Wing Arms is a fast and furious shoot 'em up with multiple missions and coin-op quality graphics. Which is funny really, because although it has a different name, it's obviously based on Sega's arcade title, Wing War. The objective, as in all flight games, is to obliterate the enemy, but there's loads of novelty features such as multiple camera angles – inside and outside the cockpit and also from in front of the plane (so you can see what's coming from behind you!). In all, this looks like it could be a really exciting game, so we'll be bringing you a showcase next month.













MYSTERIA

BY SEGA RELEASE LATE 1995



You may remember this title from its original Japanese name: Riglord Saga. Ever since it first appeared in Japanese magazines, the European press have tried to get as much info about this title as possible, although very little seems to have been released on the game. However, it's easy to tell that this is an RPG of epic proportions, with the main game taking a similar stance to the Shining Force series released on the Megadrive and the Mega-CD. There's no big programming house behind the title, but it seems to have done fairly well in the Japanese charts, although when the import version arrived in the office we did have more than a little trouble trying to decipher the wads of Japanese text. It's still scheduled for a European release sometime this year, and as well as translating all the Japanese story (a mammoth task by anyone's standards) it will also be receiving a name change. It's new monicker? Mysteria: Realms of Lore. Makes loads of sense, doesn't it?








D

BY ACCLAIM RELEASE JANUARY '96






It's important to search every location for clues, otherwise you'll end up totally lost.





What can we say? Although the Japanese version of this game is the only one available at present, it's still absolutely amazing! Released over there around three months ago, D went straight to the top of the charts in the first week. It's easy to see why: this cyberhorror thriller is easily the most atmospheric adventure on the machine to date, employing excellent graphics and a nail biting storyline. After massacring all his patients, a warped doctor goes into hiding at his spooky old house. His daughter Laura goes in search of him and discovers that not only has her dad gone completely crazy, but the house contains terrors beyond imagination.

This is another title where you wander from room to room picking up objects and discovering clues, but the puzzles are sometimes fairly complex and at times, the action becomes nail-biting, not to mention over-the-top downright gory. At the moment, Acclaim are working on the English speech for the game and we can't wait until it's s released, even though it will be an 18 certificate.



Golden Axe: the Duel

BY SEGA RELEASE TBA



It seems like all those old Sega coin-ops that made the Megadrive such a success when it was launched are making a comeback in one form or another on the Saturn. Hang On GP '95 is currently in the works and now Sega's classic beat 'em up of yore, Golden Axe, is coming to the Saturn. Sort of.

Whereas the original game was a scrolling fighting affair, Golden Axe: The Duel is a straight one-on-one beat 'em up of the Street Fighter variety. Featuring ten different warriors, including the original Golden Axe trio and the dreaded Death Adder, the game is packed with all the usual special moves such as fireballs and dragon punches, neatly blended with the more typical hack 'n' slash action of Golden Axe. What's more, in a tip of the hat to the old game, The Duel even features the little imp who runs on screen releasing magic power-ups when you hit him, thus providing each battle with the potential for some awesome spell-casting antics. Golden Axe: The Duel is set for release in Japan any time now and we'll cover it in-depth next month.







COIN OPERATED

With the Saturn's three biggest Christmas titles being near-perfect conversions of Sega's hottest arcade games, the gap between state-of-the-art coin-ops and the latest home software has never been closer. As such, we intend to bring you more in-depth arcade coverage than ever before, because the smash-hit coin-ops of today will be the console games of tomorrow.

THE INDY-ANS

WITH RUMOURS CURRENTLY FLYING ABOUT THAT AM2 ARE SECRETLY BEAVERING AWAY ON DAYTONA 2 USING THE HYPER-POWERFUL NEW MODEL 3 ARCADE TECHNOLOGY, IT SEEMS WE COULD WELL BE IN FOR EVEN MORE ROLLING START ACTION. WELL, THAT MAY BE THE CASE SOONER THAN YOU THINK, BECAUSE "SEGA RESEARCH & DEVELOPMENT DEPT AM#1" HAVE JUST FINISHED WORK ON AN ARCADE RACING GAME OF THEIR VERY OWN, BASED AROUND THE REAL VERSION OF THE OVAL COURSE USED IN DAYTONA USA.

Indy 500 is actually the officially licensed arcade game of the Indianapolis Motor Speedway track, where the world-famous high-speed 500 mile races take place. Of course, being an official licence it can't have giant fruit machines, roulette wheels and Sonic mountains like the Daytona beginner track. Instead, AM1 have gone for a far more realistic approach, authentically recreating the surroundings of the real Indianapolis course to make the game look as true-to-life as possible. And, using the tried-and-trusted Model 2 board to generate the textured polygon graphics, the game looks and moves as realistically as its arcade predecessors, Daytona and Sega Rally.



ONE FORMULA

Following the formula set down by Virtua Racing all those years ago, Indy 500 has four different viewpoints to play from (overhead, behind the car, cockpit and nose-to-the tarmac), as you hurtle around the lethally fast oval speedway in a three lap race against 33 other vehicles, trying to make the next checkpoint before the time runs out. Exciting stuff, but short of the realistic scenery, it all sounds more than a bit like Daytona USA. So what's new?

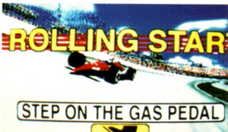
Well, the singlemost important difference between Indy 500 and Daytona is the cars. Indy 500 employs custom-built racing cars for its high-speed thrills. Low slung, with huge thick tyres and aerodynamic fins, these vehicles take the arcade racing experience to new heights with a top speed of 380 km/h. To emphasise the speed-orientated nature of the game, you have to cope with a 6-speed racing gear box when you play the game with manual gears. Don't worry about the professional racing angle affecting the bumper-to-bumper action, though, there's still plenty of opportunity for spectacular crashes. These are even better when you witness the car-flipping devastation from the cockpit viewpoint!





AM1 are also going all out to make the crashes look as realistic as possible. Because, face it, smashing your motor up is one of the high-lights of any driving game, so you'll be wanting that to look good.











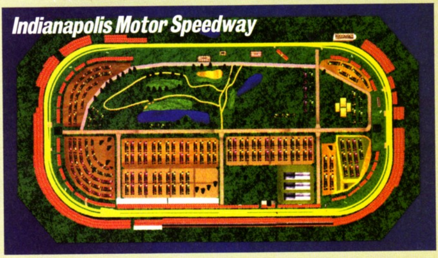
ARE COMING

THREE COURSE MEAL ON WHEELS

Official licence or not, you still can't get away with having a game based around just one track, especially when it's just a straightforward oval one. So AM1 have included two more tracks of their own. The Advanced Highland Raceway takes the race into the mountains, as you weave through rocky canyons, over raging rapids and through woodland areas. The best part being a stomach churning roller-coaster style downhill stretch.

The Expert Bayside Course is more of an urban race track, as you speed your way through sections of city streets packed with 90 degree turns. With the sides of the track closed off by concrete walls and fences, multiple pile-ups are almost guaranteed when too many cars vie for position on the lethally fast stretches of tarmac.

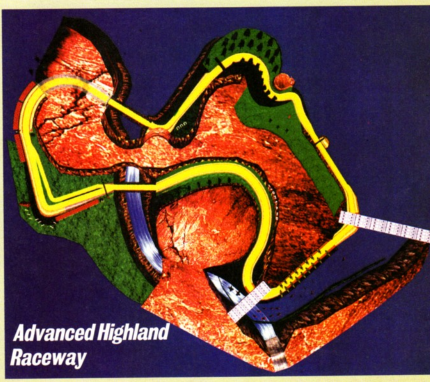
All the tracks have been designed with high-speed racing in mind, and to keep the miles-per-hour at the maximum right from the start, each race begins with the now legendary Rolling Start, sending you past the green starting flag with the gas pedal pushed hard to the floor.



Indianapolis Motor Speedway



Expert Bayside Course



Advanced Highland Raceway

INDY 500™

RACING TO SATURN!

Having recently been showcased at the Tokyo JAMMA show at the beginning of September, you can expect to see Indy 500 popping up an arcade near you soon, with the more impressive eight-player linked set-ups making an appearance at larger venues. We strongly recommend you give it a test drive if you see the machine. However, there's good news even if you can't get to an arcade. Sources at Sega have confirmed that Indy 500 will be making it to the Saturn, although exactly when is still shrouded the mists of future time. Rest assured though, you'll read all about it here first.



Indy 500 promises to be one of the best-looking Sega racing games.











Like most driving games, this is the best view-point to play in.

Now you didn't want to do that. It'll mess up your tyres.



Did you know Indy cars are faster than Formula One? There you go.



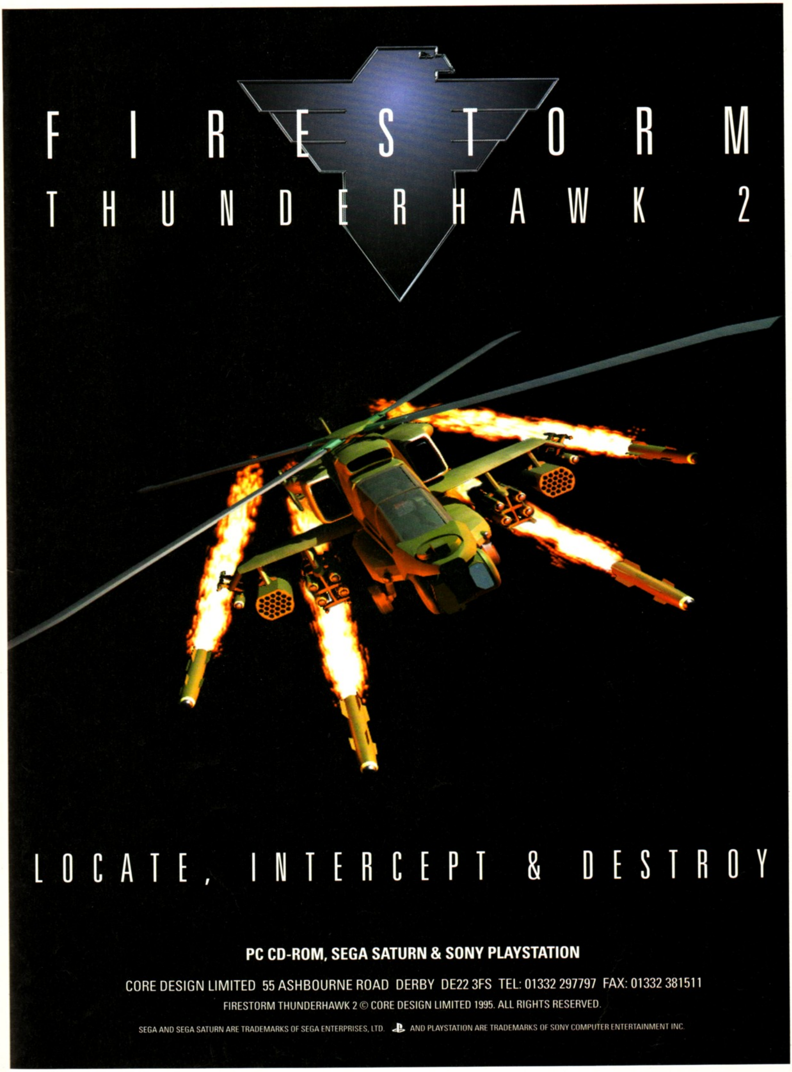
The tough bit about racing on the oval track is the banking turns. These are the best places to overtake, but you're more likely to crash doing so here.

SEGA
AM R&D DEPT #1








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WHAT GAME IS IT?

THUNDERHAWK

What we have here is the definitive Mega-CD game... The yardstick by which all others will be measuredd

GAMESMASTER 94%

If you've got a Mega-CD you have two choices: buy Thunderhawk or sell the Mega-CD.

SEGA ZONE 92%

Thunderhawk's an action-packed, in-yer-face flight sim that's more fun than any game has a right to be.

MEGA 91%

It puts anything else on the Mega-CD to shame... A standard by which all future Mega-CD games will be judgedd

SEGA FORCE MEGA 92%

This is the game you simply must play... This is the game that will embarrass the hell out of the other CD-developers.

SEGA POWER 91%

GET READY FOR THIS...

BY	VIRGIN
PRICE	£TBA
RELEASE	NOVEMBER

Although pinball games have always been popular on consoles, they've always been pretty limited, mainly because you can only play them in 2D, which tends to spoil the atmosphere somewhat. However, there's bigger and better things on the way for the Saturn, including this amazing 3D pinball sim from Virgin.



It's certainly true that Sega's first outing into the pinball realms was rather disappointing. In Digital Pinball, the whole table was shown on screen at once, so there was no movement in the game (apart from the ball and flippers that is). And, because everything was on screen at the same time, the entire game seemed a bit puny. Plus, since in was aiming to be more of a "simulation" the bonuses weren't very exciting either, consisting of flashing led screens alerting you that you'd gained a few extra points or leading the way for a wealth of point scoring opportunities. However, we've always been of the opinion that programmers should use a bit of artistic licence when it comes to pinball sims – even if it does stray away from the original rigid gameplay. Yep, we want bonus games, secret tables, multi ball play – the lot.

Which is quite good really, because that's exactly what Virgin have come up with. Tilt, currently deep in development is the first 3D pinball game ever. Flip the ball up through a tube, and you'll get

WE'VE ALWAYS BEEN OF THE OPINION THAT PROGRAMMERS SHOULD USE A BIT OF ARTISTIC LICENCE WHEN IT COMES TO PINBALL SIMS, EVEN IF IT DOES STRAY FROM THE ORIGINAL, RIGID GAMEPLAY.

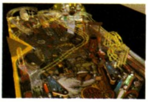
to see it whizzing around from a zoomed-in perspective, whack it all the way around the table, and indeed, your 3D friend will follow suit. And, although these scenes do cut into the gameplay with alarming frequency, they make the proceedings seem more exciting.

In addition to all the 3D malarkey, there's seven differently themed tables, all with individual features, and some very realistic gameplay. At the moment, the amount of 3D moves the final version will include has been undefined, but it's already looking really impressive. Nottingham-based coders NMS (newcomers to the gaming realms) are putting the final touches on the title, and with any luck, it will hit the shops in the middle of November.

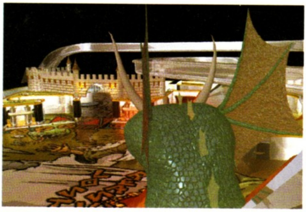










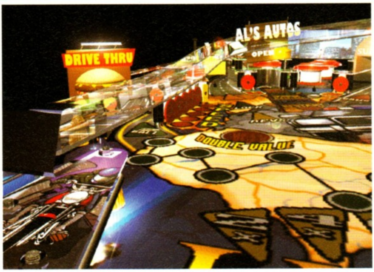




Tilt

3D pinball wizardry from Virgin

Tilt is the first 3D pinball game to appear on the Saturn, and looks set to bring a new wave of excitement in what has been traditionally known as a somewhat dull genre.



Whenever you aim the ball through the tube, the action zooms in to give you a close up of the action. Of course, this does interrupt the gameplay for a couple of seconds, but it certainly makes the proceedings much more exciting than pinball games of the past.

A choice of seven tables awaits you although there's no bonus games included yet.



Unlike Digital Pinball, the tables in Tilt scroll up and down as you play the game.







Loads of opportunity for high-point scoring bonuses, as well as some absolutely huge tables.

BY	JVC
PRICE	£TBA
STYLE	SHOOT 'EM UP

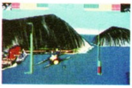
Although there's some near-damned amazing games out on the Saturn at the moment, it has to be said that if there's one thing that Sega have failed to bring into the home, it's the good old air combat game. Anyway, while we're waiting to see the finished version of the forthcoming Wing Arms (looks like a real cracker), here's a sneak preview of JVC's version of events.

What can you say about an air combat game that hasn't been said a hundred billion times before? Explaining the plot isn't exactly difficult – fly through 3D terrains shooting everything and anything that moves whilst avoiding the path of enemy fire. Simple. Isn't it?

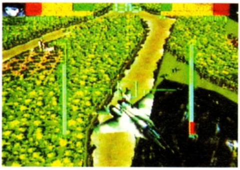
Well, kind of. While this describes the essential gameplay down to a tee, there is plenty of other stuff that makes JVC's Deadly skies a force to be reckoned with. For a start, you'll be up against some of the most experienced and skilled pilots ever to have graced this realm, and what's more, they're all equipped with the best fighter planes on the market. In addition to the traditional Mig -29, you'll have to take out an F-15 Eagle, an F4 Phantom, an F14 Tomcat and a NATO flying ace. There's loads of different terrains to fly through, including the jungle, the desert, the ocean, and a city terrain that bears a startling resemblance to A Far Eastern City Not Far From Kuwait. Unlike air combat games in the past (such as Afterburner), there's loads of scenery detail, and although the gameplay remains largely the same, it's really smooth to play – plus there's loads of action in every level .

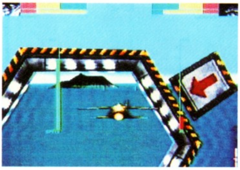
EXPLAINING THE PLOT ISN'T EXACTLY DIFFICULT – FLY THROUGH 3D TERRAINS SHOOTING EVERYTHING AND ANYTHING THAT MOVES WHILST AVOIDING THE PATH OF ENEMY FIRE.





At this stage in development, it's quite difficult to tell just how good the finished product will be, and it's fair to say that when it's released it will face some really stiff competition from Sega's own title, Wing Arms (which should be ready for review in time for next issue) and Core Design's Thunderhawk sequel, Firestorm. Still, with all its splendid 3D-ness and high speed shooting, it's certainly in with a fighting chance come Christmas time.



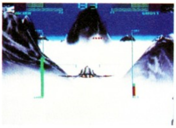


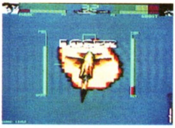


An enemy plane! Get ready for tons of mercenary blasting and huge explosions – although it may be your plane that ends up scattered across the Pyramids.

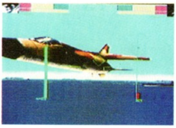


The city skyscraper stage. At night, obviously.









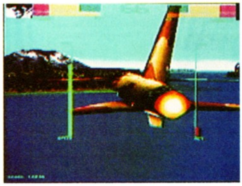
Apart from the intro above, the entire game is played out in 3D – not that you'd expect anything less from the Saturn. However, Dedly Skies aims to have much more detail than combat games of the past, and certainly offers plenty of level variety.



Deadly Skies: High speed air combat over various terrains. Will go head-to-head with both Sega's own title Wing Arms, and Core Design's air blaster Firestorm (better known as the sequel to Thunderhawk 2 – see preview) when it's released in November.

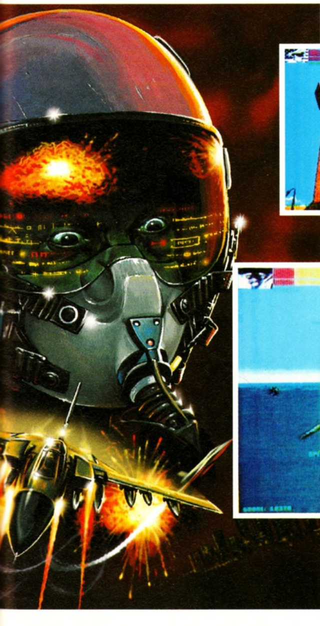
Deadly Skies

Deadly air combat hits the Saturn!





Despite the Japanese names, Deadly Skies is actually being developed in Norway.

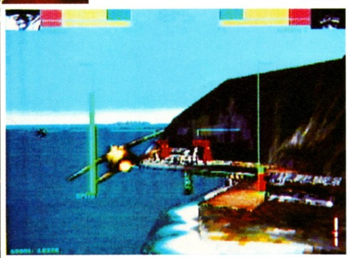




The gameplay is pretty similar to Sega's own classic Afterburner, although the finished product should boast far superior graphics.



A choice of eight fighting fit opponents, each with their own customised killing machine makes for a huge and varied challenge.



There's various locations to blast it out in Deadly Skies – this is the ocean stage, and like all ocean stages, it's the most sparse in the entire game. However, the city and desert scenarios have much more detail, and far more complex layouts to battle with too.



At the moment, Deadly Skies is around 80% complete, although the control system still needs some work.



It's a shame that so far, no simultaneous two-player option has been included.

BY	CORE DESIGN
PRICE	£TBA
STYLE	3D SHOOT 'EM UP

Two years ago, Core Design wowed the console world when they released Thunderhawk on the Mega-CD, and ever since, they've been renowned for producing high-quality games on every format. But, in recent times they've turned their collective hand to the Saturn, and it's this format that's been deemed worthy of Thunderhawk's sequel.

As in the original game, Firestorm is a high speed helicopter combat sim, and Core Design are lifting many of the game features from the original title for the forthcoming Saturn version. However, although the gameplay will remain roughly the same, the action is much, much faster and naturally, there's loads more detail than was found in the original.

In all, there will be 37 missions to complete, with most missions requiring several tasks to be completed before the next level can be taken on. Each stage holds a multitude of 3D texture-mapped terrains, plus there's the now-standard polygon generated enemies that pop up at every conceivable moment. The original Thunderhawk team have been drafted in to work on the sequel, and lead programmer Marc Avory is already hopeful for the end result, claiming that "In Firestorm: Thunderhawk 2 we're pushing the new machines to their absolute limits. This game's going to be faster than anything you've seen – and anything you're likely to see for a long time, on any of the new formats."

THE ACTION IS MUCH, MUCH FASTER AND NATURALLY, THERE'S LOADS MORE DETAIL THAN WAS FOUND IN THE ORIGINAL.

There's many new features in Firestorm – you'll be be able to view the game area through 180 degrees and there's loads of different camera angles to mess about with too. Plus, from what we've seen of the very first demos unveiled at a recent trade show, the gameplay seems really impressive – being both incredibly fast and utterly chaotic. However, by the time it's released in November it will already have stiff competition in the form of Deadly Skies from JVC and Wing Arms from Sega – although if Core's past efforts are anything to go by, this will be heading for certain success when it hits the shops in November – and as an extra, new Saturn owners will be treated to a free in-pack demo of the game in October.





With flight sims arriving thick and fast on the Saturn, it's difficult to tell who will come out on top. However, Core Design have a brilliant reputation for this kind of game and are definitely among the top contenders.



In addition to multiple camera angles, you can view the game through 180 degrees at any time.



Your pre-flight pep talk and check-over by the very best engineers.



Firestorm

Core Design's classic gets the sequel treatment





You can view the game from a variety of angles for a more complete experience.



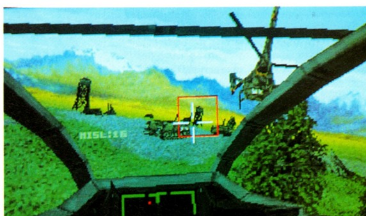
Massive explosions are the order of the day, and luckily they tend to happen with alarming frequency.







At the moment, only one level of Firestorm is completely finished, hence the abundance of screenshots taken from this level. However, Core still hope to finish the title by November.



Chase your foes through a multitude of 3D landscapes and use various deadly weapons to eliminate them with the minimum of fuss

letters

Normally we at *SEGA SATURN* NEXT GENERATION MAG, or whatever it's called now, like to keep our letters pages bright, breezy and generally not too depressing. But this month we have a real cause for concern. Where is Sonic? Last seen driving a small go-kart, everyone's favourite blue hedgehog in red trainers with a sidekick called Tails, a mate called Knuckles and an arch-enemy with the handle Dr Robotnik (just so you don't get him confused with anyone else) has disappeared. Do you know where Sonic has gone? Is he just washed up? Can you suggest future careers for the blighter? Or don't you care? We don't. Anyway, if you've got something to say, write in to us at:
DEAD DOGBOYS MAILBAG, SATURN SEGA SATURN SONIC MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.
There's a prize for every envelope containing large amounts of cash (sterling, please).

PLEASE REPLY IN VULCAN BRAINWAVES

DEAR SEGA MAGAZINE,

I have been a reader of your magazine since June '95 and inquiring if it's possible if you could send me information on back issues that are still available. I really think your magazine is cool. Also, can you tell me how to get these hidden characters from Mortal Kombat 2 for my Megadrive? They are "Pung Wolf" and "Fire" which are rumoured to exist in the game.

And one more final question. Please can you tell me the Fergalities (that's if you know) on "Ooh Nasty" mode in the cheat menu of the performance of all the character's finishing moves.

I would be grateful if you could help me with this, if not I'll still love your magazine. Please reply in writing. Thank you.

Rachel Modupe, Camberwell green, London

Blimey, another back issues letter. Right, let's get this straight. You want to try ringing the lovely helpful staff at our back issues department on 0858 468888 who should be able to help. Pung Wolf and Fire don't exist. And I'm afraid we haven't got a clue how to do the Fergalities. Ed Lomas might, but he's in a huff because we called him ugly, so he won't tell us. And we've replied in type. Sorry.

SICK OF IT ALL

DEAR SM,

You're probably getting sick of this, but I'd like to have my say regarding the 32X and Mega-CD.

I own these machines and being a dedicated 32X owner I'm becoming concerned about the machine's future. The Mega-CD was unsuccessful not because it was a poor machine, but because hardly any of its software exploited its potential. Even today's releases are mostly FMV and 32X CD-ROM titles are just the same FMV "games" with better quality footage. It's disappointing that few 32X games utilise the CD-ROM, because the only real problem with the 32X is that being cartridge based it has limited memory.

Still, even without CD-ROM memory the 32X still boasts some fantastic games. The release titles are all exceptional as are more recent releases such as Metal Head and Stellar Assault. But what about the future? Virtua Fighter is big news, the Scavenger games shown in issue 15 will be good and SoulStar X. Kolibri? Superlative 32-BIT graphics but 16-BIT gameplay by the look of it. There really should be much more quality software lined up as with the Saturn.

Well I'll end by being optimistic and hoping that Sega will learn from the mistake they made with the Mega-CD. Let's hope some decent games arrive in time for Christmas, eh?

Cheers, Mr V, Castle Greyskull

The trouble with the Mega-CD is that no-one was really willing to develop great games for it until enough people owned one. otherwise no-one would be able to buy it and they'd never make a return on the (considerable) development costs. The same story could apply to the 32X, but there are actually enough decent games either out or on the way to justify the dough, so hopefully loads of people will have a 32X on their Christmas list. This'll mean tons of potential customers for software companies, and even more games. It's a vicious circle, see? And it works both ways. Still, fingers crossed.

I LOVE THE MEGA-CD

DEAR SEGA MAGAZINE,

I have just bought a Mega-CD, the games on it are good but the graphics could be better. I think that Sega are not making any good games for the Mega-CD so they can cash in on the Saturn. Why can't you get Daytona on the Mega-CD? I was going to get a 32X but changed my mind and got a Mega-CD, because you can get mostly the same games eg Fahrenheit and BC Racers but you can play CDs (music and CDG). So why do people buy the 32X with one game for £150 when you can get a Mega-CD with 11 games for £170-200?

Brian D'Silva, Plumstead, London.

Because, dear boy, the games you can get for the 32X out-perform the ones for the Mega-CD. And there'll probably be lots more of them in the future. Why don't you get a 32X as well, thereby optimising your Megadrive-based console spectacular? And you'll have a machine that looks like an evil robot.

I SAIL MY BODY

DEAR SM,

The way I get money to buy my computer games is I dress up in black leather y-fronts and a tite leather black jacket with chanes hanging from it and I go to the old peoples home and sail my body to all the old ladeys.

Nap, Croydon, Surrey.

Thanks for sharing that with us. The police are on their way. At least you're reading a mag with the right initials.

HOT BUG! SCOOP

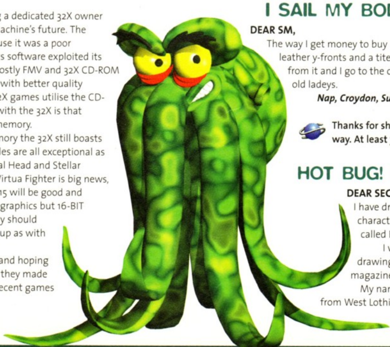
DEAR SEGA MAGAZINE,

I have drawn a black and white picture of a character soon to star in a new platform game called Bug!.

I would be grateful if you would show my drawing to the nation as soon as possible in your magazine.

My name is John McClung and I am 16 years old from West Lothian in Scotland.

John McClung, West Lothian, Scotland.



Well thanks for that hot snippet of news there, John, but I'm afraid the nation saw a full colour picture of Bug on the front cover of SEGA MAGAZINE issue 21. Next time you're hoping to break a story, could you possibly send it in a couple of months earlier?

CONVOLUTED LIE HERE

DEAR SEGA MAG,

To finance my gaming habit I get a mate to film me (with a purloined camera, of course) walking nonchalantly along the top of a handy cliff, when suddenly I "trip" and fall 60ft to the jagged rocks below which I have taken the precaution of sprinkling with such crowd-pleasing items as nails, razor blades and broken glass shards, which always look good together. After a quick trip to casualty and a slightly longer stay in intensive care, we send the tape of this hilarious incident to Jeremy Beadle where it usually appears with family incidents such as grandad falling off his deckchair or grandma losing her false teeth at dinner. We then split the cheque, wipe the video and repeat the whole process with me wearing a cunning disguise, such as sunglasses or a false moustache.

There's room for endless hilarity and variations like falling on sharpened spikes instead of glass, or if you want to be really exotic, you could try falling into a nest of vipers (which sadly are unavailable here). The possibilities are endless.

Geoffrey Gray, Churchtown, Dublin 16.

Thanks for replying to our request for how our readers get the money to play games when most teenagers can't even afford to take up smoking. That's a pretty good one, and if I'd thought of that myself I probably wouldn't be stuck working here. Incidentally, Tom G saw Jeremy Beadle in the pub once, and scared him off. It's TRUE, I was THERE.

I WILL CONFESS

DEAR SEGA MAG,

May I begin by congratulating you on the quality and affordability of your publication. I am a relative newcomer to this area of entertainment and am a firm believer in first impressions counting. Towards the end of August '95 until mid-September I must have purchased 90% of all games magazines on the market. None impressed me as yours did and subsequently you now have a loyal customer.

Congratulations aside, permit me to come to the reason for this letter. I have one question to ask and would be grateful if someone could answer the following query about Panzer Dragoon for the Saturn. This to my mind is an undeniably well made game but my area of concern is this. On first playing it my jaw literally dropped on seeing the Silicon Graphics introduction [Sounds like an area of concern to us – SM]. However, I will confess to a following sense of slight disappointment upon realising the game play levels were not of the same quality. My question is simplicity itself: Why?

Surely if they were this game would have been an epic in a class of its own.

My thanks for your time and keep up the good work.

Yours faithfully,
Peter Davies, Rhyl, Clwyd, N Wales



Peter Davies thinks that Panzer Dragoon's graphics aren't very good. Poor chap.



You certainly are a newcomer to our mag, because you're all nice and polite and genial. Give it a couple of months and you'll be writing in saying "Oi Tosh, if you don't answer my questions I'm going to come down there burn down your offices you bunch of SLAGS!". Anyway, just because you're nice we'll answer your question. Whilst the Saturn is easily capable of handling a Silicon Graphics intro the calculations required to actually render these as interactive sprites, move them around the screen and scroll the play area about to the players whims are beyond the reach of any home machine as yet. It's like the difference between a movie and a... er, a game.

CAN I RIP OFF YOUR READERS?

DEAR SM,

I'm thinking about selling my Sega Megadrive and buying a Sega Saturn for Christmas. Could you tell me if a Megadrive, carry case, two joypads and eight games (Micro Machines 2, All Sonic games, Earthworm Jim, Dynamite Headdy) is worth £170 and if anyone will buy it. But if you think it is too much what price would you recommend and if more people will buy it. By the way your mag is the best I've read so keep up the good work.

David Wilson, Freckleton, Preston, Lancs.

Hey Dave, the world's full of suckers, know what I mean? There's one born every minute, and if you reckon you can flog that gear for £170 then that's fine. You'll probably be alright, actually, because your games collection is ace. Try tagging "Or Nearest Offer" on the end of your advert to make sure you shift it, though.

PLEASE TALK TO ME

LISTEN UP SEGA MAGAZINE,

I am getting really miffed off that you are not replying to my letters. You seem happy to print my cheats but you won't answer a couple of simple short letters. I am beginning to think you make up the letters!! Please don't have made me waste this lovely collectors postcard [Tony the Tiger if you're interested – SM] for nothing. It was meant to try and catch your attention!!! I only have one question which someone else tried to ask which got printed but not answered!!

Anyway, here it is:

In SEGA MAGAZINE issue 7, look at pages 48-55. All, and I mean ALL of the Saturn showcases look better than their final product (maybe except for Panzer). You said you saw them and they were very smooth and sharp. Virtua Racing looks ARCADE PERFECT and Daytona has NO CLIPPING and BETTER GRAPHICS. Please explain?? If you don't know the answers PLEASE MAKE ENQUIRIES. I feel the answers are very important.

Thanks tons (I hope).
Adily, London

Listen up Adily – multiple exclamation marks and WRITING THINGS ALL IN CAPITALS are the sure signs of someone who DOESN'T PAY ATTENTION IN THEIR ENGLISH CLASSES and WON'T GET THE BEST OF THEIR EDUCATION. Anyway, to answer your question (which should have been addressed to Q&A). The versions of the games in issue 7 were rather early, and sadly some sacrifices had to be made to ensure the speed/playability of the games came out right. Virtua Racing looks pretty much the same, and so does Panzer. So there you go.





Q&A

Right. ***This is the all-new Sega Saturn Magazine,*** **so there are going to be some changes around here. From this moment on, we no more questions on the Master System. Or the Game Gear. Okay? But you can keep on sending in those questions on the Saturn and your personal lives and stuff. Oh, and the Megadrive. Send them to *THE SERIOUSLY NEW Q+A, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.* Oh, and start putting question marks at the end of your questions. It wastes our time having to punctuate your snivelling letters.**

BUDGIE FOOD!

Dear mags,

Answer my questions or I'll feed you to my budgies.
1. Are you planning to make a video of the Saturn and sell it with your mag?
2. If yes, will it feature Daytona USA and Virtua Fighter?
3. If no, why not.?
4. Are Sega planning a new games system in the future?
5. Roughly how many games will be out for the Saturn by Christmas?
6. Are Sega planning to carry on making Megadrive games or are they stopping?
PS. Please, please, please etc make a video of the Saturn for your mag.

Thanks from,
ET (Extra Terrestrial).

1. You know the answer to that. 2. Nope. 3. Because we've put even better footage of upcoming releases on it. 4. We can't see the future. 5. Over 30 titles. 6. There are plenty of Megadrive releases still planned.

BORING STREETFIGHTER QUESTIONS

To Sega Mag,

Congratulations on the brilliant magazine and could you please print my questions.
1. In issue 19 you printed some pictures of Street Fighter: The Movie on the Saturn and on the player select screen you could choose Blanka or Deejay, but in other magazines the player select screen is completely different and instead of Blanka and Deejay there is Akuma and Blade. How come they are different and which one is the Saturn version?
2. Is it true that Capcom are releasing another SF2 game called SF2: The Interactive Movie coming out on Saturn featuring footage from the manga SF movie?
3. Are SSF2 or SF Zero coming out on the Saturn?

Keep up the good work.
Chris York, Knaresborough.

Both are the Saturn version, but one is showing a cheat to reveal the hidden characters. 2. Not that we know of. The Streetfighter Alpha coin-op is based on the popular animated series in Japan. They may release that some day. 3. See answer to question 2.

I AM MENTAL. PLEASE HELP

Dear SM

Firstly I'd just like to say SPLLLURRGGEEEEKEWEEEEEEF
1a. Are EA or EA Sports developing software for the 32X?
1b. If not, who's developing FIFA 32X?
1c. If they will be, are NHL or Madden on the way?
2. How does VF 32X's speed compare with the Saturn or arcade versions? And do the poorer quality graphics spoil the gameplay at all (I've only played the arcade version and the graphical smoothness adds a great deal of realism)?
3. Is NFL QB Club available on the 32X? I'm sure you reviewed it, but can't find the 32X version in any shops or mail orders.
4. Do you happen to have a spare VF2 coin-op lying around the offices?
5. Why is there hardly any decent 32X software available? C'mon Sega, pull your act together!
6. Why did you print this letter?

Bye.
Tom 'Mad Git' Parish, Warrington.

1. Yes. 1b. EA are. 1c. Unknown. 2. The speed is near enough identical. And no, the 'simpler' graphics don't spoil it. It looks and plays totally fantastically. 3. It is. 4. Yes, but Paul Davies of CVG has taken the board home with him. 5. You tell 'em. 6. Because we believe in helping the mentally disadvantaged.

A POTENTIAL SATURN OWNER WRITES

Dear Sega Mag,

Please could you answer my questions as I'm thinking of buying a Saturn.
1. Do you think it's worth selling my MD MCD 32X and about 20 games and buying a Saturn?
2. Do you think that the 32X will start getting games nearly as good as the Saturn, like VF?
3. Will FIFA be as good as the 3DO on the Saturn?
4. Do you think Sega Rally will be arcade perfect?
5. On Virtual Reality they said VF was looking dated. Is this true?

Stephen Wilmot,
Reading.



Sega Rally – amazing or what?

1. It's up to you. 2. Well, it's got VF hasn't it? 3. It might be as good as FIFA 3DO on the Saturn, yes. 4. It's going to be pretty damned close. 5. You should stop listening to these virtual ramblings.

YOU LAUGHED AT ME, BUT I DON'T CARE!

Dear Sega Magazine,

The last time I wrote to you for answers you laughed at the idea of me buying an imported Saturn and not being able to read the manual, but I don't care because it's the best console around and I've more questions:
1. What's your lap record on the beginner track of Daytona Saturn? My best so far is 00:16:74.
2. Why does Daytona USA (Saturn) have less polygons/sec than the arcade version when I read that the Saturn handles 900, 000 polygons/ sec and the Model 2 arcade board handles 500, 000 polygons/ sec?
3. When is Sega Rally Saturn coming out (on English or Japanese) and will there be a Saturn mode without a timer and Saturn specific options as well?
4. In the Daytona manual there are pictures of a CD which upgrades the Saturn so it can use an application called the Electrical Book Operator. Do you know what it is?
5. I've just got an Action Replay for my Saturn (after waiting two and a half months). Will you be putting some replay codes in your magazine tips section?
6. Do you have any cheats for Gale Racer? To make it better, if possible?
7. And when will Virtua Fighter 2 Saturn be released (English or Japanese)?
8. In issue 21 someone asked a question I would like to know the answer to. IS DAYTONA GOING TO BE REMIXED WITH THE NEW AM2 SGL OS?
PS. Does your publisher make a magazine called MAXIMUM?

David S,
Portsmouth.

What a pathetic time. Just look at the Time Attack Top Five this month. 2. Where are you reading this rubbish? The Model 2 board is far more powerful than the Saturn. 3. Before Christmas. It will have some all-new Saturn features. 4. In Japan, books stored on CD are popular. This disc allows you to read them on your Saturn. You can't get the EBO over here, so you'll just have to read normal books. 5. It's a possibility. 6. Yeh, throw it away! Ha ha, you bought Gale Racer. What a sucker! 7. If we knew, we'd tell you. 8. NO!

FOR CRYING OUT LOUD!

Dear Sega Mag,

For crying out loud! Please print my letter as I've tried writing in about seven times. Please!
1. Will Sega Rally be arcade perfect?
2. Will it have a two-player option?
3. I'm getting a Saturn for Christmas. What games do you think I should get?
4. There is only one pad for the Saturn. Should I get another?
5. Do you think there will be a Sonic game for the Saturn?
6. Even though I will get Virtua Fighter with the Saturn, should I get VF 2?
7. Should I get Mortal Kombat 3 instead of VF 2.
8. What does AM in AM2 and AM3 mean?
9. Who won the Saturn in the questionnaire compo?
Please answer these as I get your mag all the time.
Thank you.

Chris!

1. Just about. 2. Indeedy. 3. Virtua Cop, Sega Rally, X-Men are our top Christmas predictions. 4. Yes, it's essential for Virtua Fighter. 5. Yep. 6. Grief, yes. 7. Hell, no. 8. It stands for Amusement Machines. Each of these teams are primarily arcade divisions.

Now remember, two pads are better than one.





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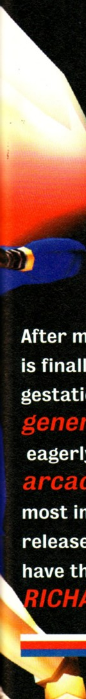
UA FIGHTER
The Second Coming











Virtua Fighter 2

After months of waiting, *Virtua Fighter 2* is finally nearing the end of its lengthy gestation cycle. No other game on any *next generation system* has been as eagerly awaited as this conversion of the *arcade AM2 classic* and it's by far the most important game on Sega's 1995 release schedule. We've seen it first and have the full, unabridged story. *RICHARD LEADBETTER* reports.

There is no doubt that AM2 conversions are something of a controversial issue in certain quarters. There's no disputing that the talented team can replicate the gameplay (no matter how complex) of any coin-op onto Sega Saturn, but previous games Virtua Fighter and Daytona USA were criticised for their lack of finesse in the graphical department. To be perfectly honest, this was all down to the difficulties associated with the development tools created for Sega Saturn. Now that they have been honed to perfection, we can finally determine just what the Saturn is really capable of - and from what we've seen of Virtua Fighter 2, the answer is: "More than you could possibly imagine!" Or something similar, at least.

VF2 GENESIS

Work on Virtua Fighter 2 actually began before Daytona USA was complete. At the beginning of the year, AM2's Saturn division was split into three sections, with each mini-department assigned to work on VF2, Daytona and Virtua Cop respectively. In fact, when Yu Suzuki first announced that VF2 was heading for the Saturn, he predicted a Summer '95 release, little realising the hardships ahead.

Work was delayed by the slow progress being made on Daytona USA - basically, a lot of the VF members were amalgamated into the Daytona team in order to get the game out in Japan by 1 April. Included in the reshuffle was chief programmer Keiji Okayasu, whose 3D credentials are some of the most impressive at Sega of Japan. The final product was amazing in terms of gameplay, but it was rushed - hence the lack of sophistication in the visuals. As a knock-on effect, this also delayed all research into VF2.

With Daytona out of the way, the VF team were able to continue where they left off. It is at this point that AM2 Research handed in the SGL - the Sega Graphics Library. This new operating system for the Saturn made full use of all eight processors in the Saturn hardware and meant that was well as beating PlayStation in 2D applications, Sega's machine could now compete more effectively with 3D games. As if to illustrate the point, Sega of Japan called a press conference on March 24 with Yu Suzuki showing off an incredible texture-mapped version of Pai for the Saturn, run on the new operating system. It was announced that Virtua Fighter 2 and Virtua Cop would be the first games to use the system.

WORK IN PROGRESS

With the aid of the new graphics routines, Mr Okayasu's team were finally able to get to work proper on the Saturn conversion. Previously, Mr Okayasu could see no way of replicating the Model Two powered Virtua Fighter 2 onto Saturn. However, the sheer speed of the SGL meant that with some small modifications, it would be possible to make Saturn VF2 as smooth and as fast as the arcade original.

To emphasis the point, AM2 created a special demo for the Tokyo Toy Show in June, which showed Lion, Shun, Pai and Lau cavorting about in non-playable demos, which ran at 60 frames per second - just like the arcade machine.

Releasing pictures of these demos to placate the Japanese press, AM2 continued to work on the game engine. The main problem faced by the team was the sheer amount of techniques in the game - there are over 2,000 moves in all, almost three times as many moves as in the first game. Mr Okayasu literally spent months developing compression techniques to get all of the moves into the Saturn's memory. As well as being efficient with memory, it was also necessary to be very fast in order to keep the speed of the game up.

THE CHARACTERS

While this was being developed, other sections of the team were busy replicating the graphics of the game. Although the amount of polygons used by the Saturn version is far, far less than in the arcade machine, AM2 were able to make far more efficient use of the texture-maps, so it was a lot more difficult to tell the difference between the two versions. However, helping the conversion team was the fact that the Saturn hardware allowed them to cram in 16 different colours on each polygon - the coin-op hardware only allowed one colour per polygon.

THE BACKDROPS

The backdrops were developed by other teams members concurrently with their respective fighter. Whilst the coin-op used polygons for the vast majority of the background detail, it was clear from the outset that the fighters themselves could be the only 3D characters in the game if it was to run at the same speed as the coin-op.

Using the Saturn's mighty 2D capabilities, AM2 designed the backdrops as a series of parallax scrolling playfields staged behind the ring. In order to accentuate depth, the playfield with the most detail is scaled in size using the Saturn's hardware. As you zoom in on the fighters at the beginning of a round, you'll see subtle expansion of the main background playfield.

The results are undeniably incredible. Although some depth has been sacrificed, they look just about arcade-perfect and more importantly they can be processed very quickly meaning that the game can still run at 60 frames a second.







Saturn VF2 might look to be in an advanced state of development, but there's still a long way to go. The hit recognition for the throws are now in (as you can see from the picture to the left), but punches and kicks still fail to connect. Hence Kage's fist passes through Lau's chest in the picture above.











ROLL YER EYES

One surprisingly advanced development in the Saturn version of Virtua Fighter 2 is the early inclusion of the fighters' neck movements. In the coin-op original, the fighters keep their eyes on their opponent at all times, even twisting their heads behind them if necessary. This somewhat complex routine wasn't expected to find its way into the conversion so soon, however, here it is in a ll its glory (pictures below and near right). According to chief programmer Mr Okayasu it didn't cause too many problems. "We were finished with that part much earlier than expected, so we are relieved. The staff who were involved, created the program for the finger movement, so that seemed to have helped." Yep, AM2 have a specific team concentrating on just the fighters' finger movements. The lack of which, Saturn VF1 was much criticised for.









As you can see, all the backdrops are in the conversion and they look amazingly close to their arcade counterparts too. They are not however, 3D, but are actuallly multi-layered parallax backdrops. The coin-op uses a similar trick, but includes polygon 3D objects in the foreground to emulate full 3D. Hopefully AM2 will attempt something similar with the Saturn conversion, even including the massive bridge on Shun's stage.





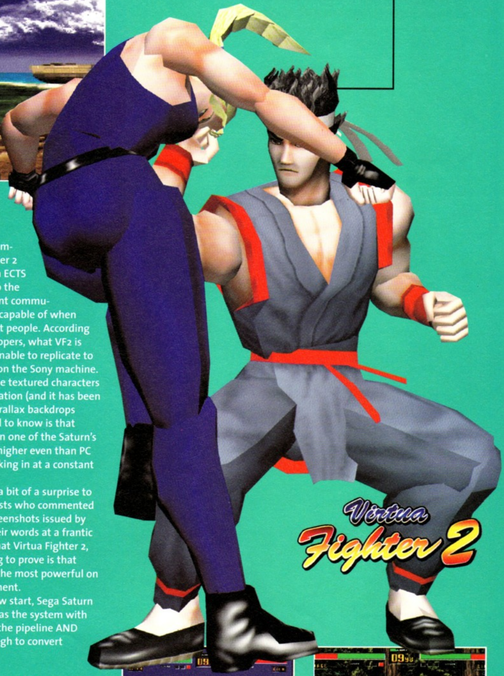


Currently, none of the fighters are shaded. Whether AM2 include this remains to be seen, as it could slow down the action.

The version of VF2 shown at the recent ECTS show was at an early stage of development. Some of the pictures in this showcase are of a more advanced version, such as the one below which shows Sarah with her ponytail and Jeffry with his dreadlocks.



Artwork like this is created by AM2 using 3D computer-generated models of the fighters which they can manipulate into any position or angle. Impressive stuff!











PROPAGANDA MACHINE

The appearance of a 20% complete version of Virtua Fighter 2 at the Berlin IFA and London ECTS Trade Shows has revealed to the next generation development community just what the Saturn is capable of when it's programmed by the right people. According to certain PlayStation developers, what VF2 is doing on Saturn would be unable to replicate to the same degree of quality on the Sony machine. Although the 3D ring and the textured characters could be done on the PlayStation (and it has been with Tekken), the scaling parallax backdrops could not. What is also good to know is that Virtua Fighter 2 is running on one of the Saturn's highest screen resolutions (higher even than PC SuperVGA), and it's still clocking in at a constant 60 frames a second.

All of this has come as a bit of a surprise to certain Sony-biased journalists who commented inaccurately on previous screenshots issued by AM2 and are now eating their words at a frantic rate. Still, gloating aside, what Virtua Fighter 2, Cop and Sega Rally are going to prove is that Sega's machine is probably the most powerful on the market right at the moment.

After an admittedly slow start, Sega Saturn is finally coming to the fore as the system with the most exciting games in the pipeline AND as a machine powerful enough to convert them effectively.

THE STATE OF PLAY

At the time of writing, there is still a lot of work to be done before the game can be described as being anywhere near complete.

The graphics still need plenty of work - although all of the characters are in the demo we have seen, it is clear that some of them are incomplete. Shun is out of scale with the other fighters (you can actually see this in the screenshots - look how huge he is!), and Jeffry still lacks his enormous middle-age spread. This is being rectified as we speak, with AM2 also in the process of adding the "accessories" to each fighter. You might notice that Kage's hood tassle is missing, as is Shun's bottle. All of these require some special programming which is yet to be completed. Also, the characters lack shadows, which could be quite problematic to incorporate.

All of the backgrounds are in the demo we've seen, although some of the backdrops are missing their animations, such as Shun's bridge, the leaves on Lau's stage and the lightning in Sarah's coliseum level. Have no doubt



One of the more recent additions to the Saturn version of VF2, is the inclusion of the energy gauge and the timer, as seen here.



Although the latest version of VF2 we've seen (pictured above) includes details like Sarah's ponytail, Kage's hood tassle still isn't there. It's details such as this that AM2 are currently working on.







Compared with VF1, the speed and frame rate of VF2 is simply incredible.



Texture-mapping is what really sets VF2 apart from VF1. Just look at that realistic Mick Hucknall ginger skin effect.

though, all of these features will be in the final version.

The most substantial challenge which AM2 are tackling as we speak is to incorporate the hit recognition. In all demos seen to date, the fighters can throw each other, but punches and kicks just sail through the opponent.

The biggest problem faced by AM2 now is in keeping the speed up. Every new program added to the whole has to be optimised to run at the highest possible speed so the super-smooth frame rate can be maintained.

The demo Sega Europe has is not playable at the moment, however SEGA SATURN MAGAZINE's Japanese correspondent has just returned from the JAMMA Show in Tokyo and reveals that the game was on display in a playable form and attracted an incredible amount of interest from Japanese VF fans (which includes just about everyone in the country).

HOW MUCH LONGER MUST WE WAIT?

Virtua Fighter 2 is the most anticipated Sega Saturn game currently in development and AM2 have continually been avoiding the issue of when it will actually be complete. Usually, a game's release date is hyped for months in the Japanese press, but this time AM2 are setting themselves no firm deadline. Indeed, Virtua Cop (which is all but complete as we write) has only just had a release date confirmed (November 24) and it doesn't seem like lunacy to suggest that Sega Rally (now 75% complete) may be ready before Virtua Fighter 2.

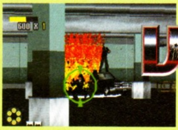
It is clear that unlike Virtua Fighter and Daytona USA, AM2 are keen to get their conversions totally complete and bug-free before releasing them. Unfortunately, this does mean that we have to wait longer before we can play them but you can be guaranteed that the finished game will be as good as it could possibly be.

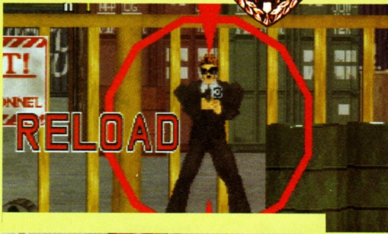






COP







The big obvious indicator highlights the most dangerous target on-screen, although all the enemies are potentially lethal.





Okay, so Virtua Fighter 2 looks *pretty damned sexy*. And Sega Rally is without a doubt *the business*. But, nothing, NOTHING, beats the feeling of taking a *big gun in your hands* and loosing off a round of infra-red slugs into some polygonised bad-dudes. Dontcha think? Well, you will do by Christmas. Because Cop is coming to the Saturn. *Cop is coming!* TOM GUISE arrives in a similar fashion with this full police statement.

Gun games. Since the days of Operation Wolf, they've always proved popular. Go into any amusement arcade and you can guarantee that sitting there, between the Cracky Crab machine and the Spyhunter coin-op, there's going to be some kind of shooting game.

Whether it be the twin machine-gun mounted Operation Thunderbolt, the shoot-from-your-hip Mad Dog McCree, or the ludicrous Aerosmith-licensed Revolution X, shooting games are an arcade tradition. Sadly though, they've remained almost purely an 'arcade tradition', having never made a successful leap into the home console arena. Even the very best attempts, such as Terminator 2, using the Megadrive's ill-fated Menacer, or Konami's Lethal Enforcers complete with authentic coin-op light guns, have ultimately failed to bring the gun-toting experience of their arcade parents to the living room. However, all that is about to change as Sega prepare to unleash an arcade perfect conversion of not just any shooting game, but the most awesome shooting game ever created!

A LOAD OF THIS!

In time-honoured tradition, point the gun off-screen and press fire to reload your equally traditional six-shooter.





Watch that perp's polygon brain SPLATTER, showering the surrounding area with bright blue polygon amniotic fluid.

PICKING UP THE PEACEMAKERS!

Arcade Virtua Cop did for gun games what Virtua Fighter did for beat 'em ups. It was a revelation! Although at first glance it seemed to be just another Lethal Enforcers clone, it only took one go to realise how much of a leap Virtua Cop really was.

Utilising Sega's state-of-the-art Model 2 coin-op board (already made famous by Daytona USA), the game added a realism never before seen in an arcade shooter. Instead of the familiar static scenery with grainy digitised people popping out from behind various bits, Virtua Cop used incredible real-time generated 3D levels, zooming the view left and right, or panning up to face some baddies on a roof or taking you forwards as huge trucks loaded with gang members burst out of the hot goods warehouse. It really was like being in a cop movie. To emphasise the real-time nature of the game, you could even shoot the crooks in different regions of their bodies. Hit them in the arm and they dropped their weapon, shoot them in the nuts and they dropped to the floor. Perforate them with multiple hits and they spun backwards through the air.

If you haven't yet experienced the arcade gun-fest that is Virtua Cop we seriously suggest you try it out, preferably on the huge Megalo 50" screen machine if you can. And when you do, bear in mind that this is what Sega promise the Saturn version is going to be like.

This is the Virtua Gun – the hell-sexy mother of a light gun that Sega are launching with Virtua Cop for full arcade-style screen-blasting action.



IF LOOKS COULD KILL...

By all accounts an arcade perfect Saturn conversion of Virtua Cop seems on the cards. The AM2 team responsible for the coin-op started on the game in April and since then, progress has been amazingly swift. This is thanks, in no small part, to the release of the Sega Graphics Library developed by AM2's technical department. This graphical tool allows programmers to easily access the Saturn's vast 3D handling capabilities, turning the previously impossible tasks of converting Model 2 arcade games such as Virtua Fighter 2 and Virtua Cop into easily achievable goals.

The first evidence of this was at the Tokyo Toy Show in June, when AM2 released a playable first level demo of the Saturn version, with coin-op identical light guns to play it with. The opinion by all who played it was that the conversion was virtually indistinguishable from the coin-op.

Development has come on leaps and bounds since then. After completing work on the first level, AM2 started work on level three,The Expert Stage, theorising that if they could successfully recreate the hardest level, they'd have no problems with the rest of the game. With most of the action taking place inside a huge office complex, the main problem was keeping up the speed and smoothness of the scrolling whilst handling such large polygon areas as the walls and ceiling while keeping the action going.

Daunting as it may have seemed, AM2 have obviously succeeded in the task, as work has now moved on to the level two construction site. Which, as you can see from these pictures, is well on its way to completion.





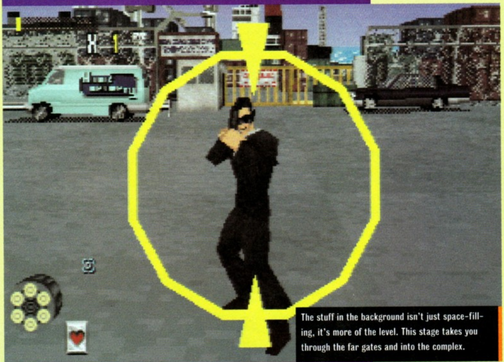




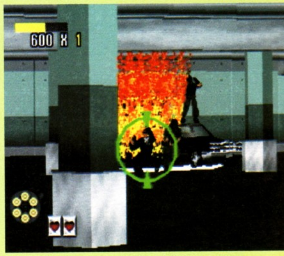


Bad guys wear black suits, but good ones wear white. Don't shoot the good guys, or you'll lose energy.

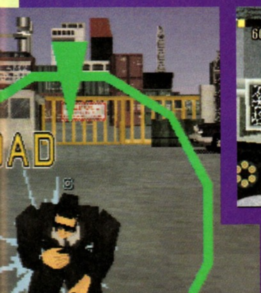




The stuff in the background isn't just space-filling, it's more of the level. This stage takes you through the far gates and into the complex.



Ha ha! Watch them burn! Polygon technology means characters and enemies are far more "interactive" and allows for more variety and depth in the action.







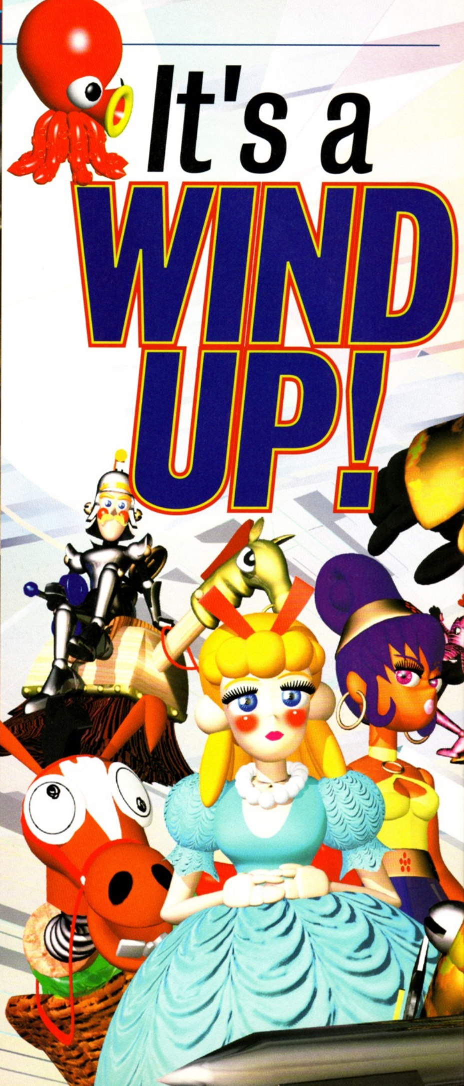
EAT LEAD, MOOKS!

An arcade perfect conversion of Virtua Cop, played out with authentic light guns on a 30" telly, is easily going to bring home the brilliant pump-action experience of the coin-op. But, as with all gun games there's the question of lastability. With only three fixed levels of action, how long can it all last? Well, AM2 are well aware of the extra elements needed in bringing an arcade game home. As with Virtua Fighter and Daytona USA before, they are currently hard at work on putting original features into the game, including a completely new Saturn Mode. Exactly what new features await though, is still a big secret.

With production on Saturn Virtua Cop drawing to a close, AM2 have finally set a Japanese release date for the game – November 24th. And if all goes to plan, the European version should follow not long after, making it into our shops before Christmas. As if to confirm this, Sega have released pictures of the blue Western version of the light gun (the black Japanese gun is considered too realistic and thus illegal over here). All this means only one thing – the exclusive SEGA SATURN MAGAZINE review and blow-by-blow showcase in our next issue. Believe us, it's going to be good.



It's a WIND UP!













When we last joined little *Pepperouchau* (in Clockwork Knight,) he was on a mission to rescue his *kidnapped sweetheart Chelsea.* No easy task when you consider the problems he faced – giant furniture, *hordes of evil toys* and, worst of all, only half an adventure! Well, one of those problems is now solved as the second part of Pepperouchau's quest chugs into toytown. Unfortunately for tinhead, it brings with it even more giant furniture and evil toys. TOM GUISE investigates this severe case of *toy abuse.*

Yep, Clockwork Knight 2 is here. An notion which may well do absolutely nothing for you. After all, if you didn't play the first game, you won't exactly be hankering for a follow-up. And even if you did play the first game, you probably won't exactly be hankering for a follow-up. You see, the original Clockwork Knight game wasn't exactly a barrel load of fun and japes. In fact, thanks to its uninspiring gameplay and trundling action, it was more like a barrel load of leperous corpses. But hey, this time things are different. Clockwork Knight 2 promises better everything. Better graphics, better levels, better gameplay and even a better challenge. And whaddaya know, little Peppy's gone and delivered the goods. Bless him.

THROUGH THE CLOCKWORK KEYHOLE!

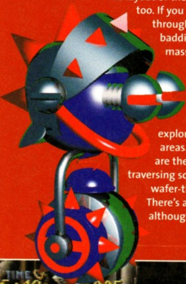
The first thing you notice about Clockwork Knight 2, is the improvement of the graphics over those of its predecessor. Although the look of the game is fundamentally the same, it's obvious the programmers' mastery over the Saturn's capabilities has increased a great deal since the first game. The screen resolution is mightily improved, with the rendered sprites looking far crisper. Likewise, the detail of the backdrops has increased tenfold. Towering furniture, collapsing statues, piles of books and whirring clocktower mechanisms abound.

The real testament to Clockwork Knight 2's graphics however, are its stunning bosses. Perhaps the most impressive bosses in the first game were the giant transformer robots. These pale in comparison to the staggeringly huge monsters Pepperouchau has to confront in the sequel. Totalling five in all, each one is a massive, fully moving polygon construction. Just take a look at the pictures and the video if you don't believe it.

IT'S PLAYTIME!

Clockwork Knight 2 may look to be much the same game as its predecessor. And indeed, when you first play it, there seems to be little improvement over the original. However, whilst the gameplay is similar to the first Clockwork Knight, it's been vastly improved, making the sequel into the much awaited barrel load of fun and japes we've been after.

Aside from the improved bosses, the levels are also far more larger. Some of the levels are even layered, allowing little Peppy to move into the incredible backdrops, with the screen zooming after him into the distance. The layout of the levels has been very carefully thought out too. If you like your platformers fast, you can race through each stage, leaping over gaps and bashing baddies out of the way, obstacle course-style. For a massive highscore, this is the only way to play the game because you receive a time bonus at the end of each stage. If however, you prefer your platformers more explorational, Clockwork Knight 2 caters for you too. There's a massive amount of play area to explore, packed with bonuses and doors to hidden areas. The most important things to find though, are the playing cards. Finding all 25 of these means traversing some tough areas of the game, filled with wafer-thin platforms and lethally positioned baddies. There's an impressive reward for getting them all, although what it is, so far remains a secret.





Clockwork Knight™ Pepperouchau's Adventure

ROOM WITH A VIEW

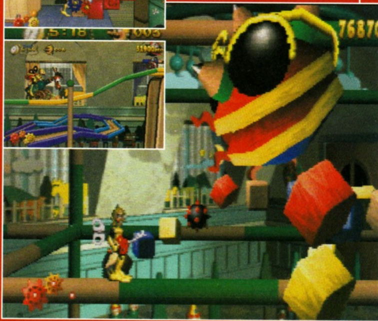
In the first Clockwork Knight game, Pepperouchau's adventure took him through two bedrooms, the kitchen and the attic. With the sequel, his quest to track down the clock princess Chelsea leads him to a further four rooms of the house. Here's a look at each one.

LEVEL 1: KID'S ROOM

The massive nursery is Pepperouchau's first stop in the game. Table tops packed with evil toys await him as he races across the roofs of building block houses and scales giant climbing frames.



The second stage of level one finally gives Peppy a chance to ride his faithful steed Barobaro as he races atop an aeriel race course, battling enemies in firetrucks and avoiding falling skittles and paint bottles.



BOSS 1

The first boss is a bizarre serpent made out of building blocks that weaves in and out of the screen. The only way to hurt him is by attacking his microphone tail.

LEVEL 2: THE STUDY

In stark contrast to the childish antics of the first level, level two is a far more serious affair, taking place as it does, in the study. Spookily lit by candles, the level is packed with books, which Peppy has to negotiate to reach the boss.



Trapped by a wooden shelf, it seems impossible for Peppy to get the egg below.



However, by firing himself by cannon to another desk...



LEVEL 3: THE BATHROOM

It's on level three that Clockwork Knight 2 goes from being just another platformer to becoming one of the most inventive games of recent times. Convincingly creating, as it does, a massive level from bathroom from such items as towels, soap bars, taps and even translucent steam.



Running along the bathroom floor, Peppy has to climb onto the rubber ducks.



Peppy's horse, Barobaro, returns on the second stage of this level. Only this time he has to race above the surface of the bath. Not so scary you'd think, if it wasn't for the fact that the bath is filled with mechanical sharks. Making things even more hectic, inflatable whales and seals allow Peppy to catapult into the background or just fly up into the air.



BOSS 3

The boss of level 3 is no tiddler, seeing as it takes up the whole bath. With only inflatable turtles to keep him afloat, Peppy has to face a giant octopus. Hitting its bab, which it clutches in its tentacles is the way to win, but watch out for the soap bars it throw.



LEVEL FOUR: THE CLOCKTOWER

The final level of the game has to be the most impressive looking of the game, and the hardest too. And both for the same reason – cogs. With masses of whirring, rotating, clicking cogs to negotiate, you need clockwork precision to overcome this level.



Pulling these levers changes the directions of the cogs...



Useful for taking Peppy under other cogs to secret chests...



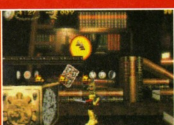
Which lead to the outside and rain drenched drainpipes.



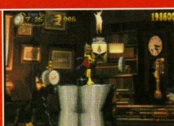
BOSS 4

The penultimate boss of the game has to be one of the most impressive ever seen. Take a look at this sequence and you'll see what we mean.





...Peppy can send firework baddies into the distance to blow a hole in the shelf. Now all he needs is a cannon to send him back.



The lighter not only allows you to see, but can heat up a kettle which spews out masses of goodies when boiling.



BOSS 2

Level 2's boss will go down well with Treasure fans, as it seems to be a tip of the hat to their popular multi- morphing style bosses. Starting off as a simple sheet of paper, it dips into different coloured pots of paint, changing into an origami ape, leopard and bat, each with their own attack pattern. The only way to defeat it, is knock it into one of the candles, burning it... to death.



CLOCKWORK KNIGHT 2 IS REVIEWED ON PAGE 60

In the last issue of *SEGA MAGAZINE* we brought you the exclusive preview of *Sega Rally Championship* on the Saturn. Amazingly, just scant weeks on from our first look at this *awesome game*, the project is nearing the end of its development cycle. In this feature, we take a look at the latest advances made by *AM3 and Sega of Japan's CS team.*

RUN TO THE NEXT LEVEL!



FROM OUR LOOK AT THE RALLY CONVERSION JUST A FEW WEEKS AGO, IT WAS CLEAR THAT THE GAME WAS GOING TO BE GOOD. HOWEVER, IN A SHORT SPACE OF TIME, THE PROJECT HAS COME ON LEAPS AND BOUNDS. SEGA RALLY IS NOW AROUND 80% COMPLETE AND THE CONVERSION TEAM HAVE JUST ABOUT FINISHED ALL OF THE SOLO-PLAYER OPTIONS AND IN-GAME ACTION. THE GAME'S FRONT END HAS BEEN COMPLETED, WHICH ALLOWS US TO PREVIEW WHAT GAME OPTIONS ARE AVAILABLE IN SEGA RALLY.







The arcade mode is totally complete and you're now able to choose both the championship and practice modes. The former option takes you through one lap of each of the three courses, the latter allowing to get to grips with one particular course (over two laps). Included on top of the basic arcade mode is a Time Attack feature for best lap purposes, which is near enough identical to the practice option in arcade mode (although you get a pace car with the coin-op option).

ALL FOUR TRACKS ARE NOW COMPLETE

As all Sega Rally fans know, there are three basic tracks to master (which, believe us, will take some time). However, if you manage to complete Championship mode in first position, you can try for the extra track! We'll be showing more off on this phenomenal course later.

We can also see now that the courses have far more detail on them than last month - the densely packed trees in the forest course have far more substance and the little additions seen in the coin-op (such as birds taking off) have also made their way in. The crowds are made up of far more people and little touches such as the elephants in the desert course are also complete.

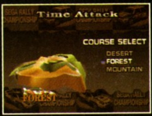
The amount of detail is frankly staggering - far in advance of PlayStation Ridge Racer and Saturn Daytona by a considerable margin. What makes this all the more spectacular is the fact that the update - 30 frames a second - remains unchanged, making it as smooth as Ridge Racer and WipeOut on PlayStation.

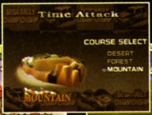
THE ENEMY CARS ARRIVE

Our previous experience of Saturn Sega Rally was lacking a bit of excitement due to the lack of any opposition on the graphically astounding tracks. Well, now the CS team have put them in and again, there is no loss in speed whatsoever. The full range of cars from the arcade machine have made their way into the Saturn conversion, with only minor texture-maps missing from the coloured cars (which are due to be added).

In terms of artificial intelligence, the cars are identical to the coin-op. They don't go out of the way to cut you up as they did in Daytona USA. Instead, they concentrate on getting the best racing line (which makes them even more dangerous). The collision detection is also in and totally functional, enabling you to jostle with the other cars on tight roads.

Is there a cheat to let you play as the enemy cars? Well, we have been promised a great reward for players who complete the game, so who knows?







Sega Rally has come on leaps and bounds since we first revealed it last month. Compare this opening strip of the Desert Track with the same section in last month's issue. All the trackside details are there, such as the advertising banners.













STEREO AUDIO MIXED IN QSOUND

The original arcade version of Sega Rally was noted for its incredible sound. The deluxe version of the game featured a cabinet with ten loudspeakers in all, including a powerful sub-woofer for some unforgettable bass sounds. Of course, it's impossible to replicate this on Saturn, but the CS team under AM3's guidance have done the next best thing. All of the sound effects and music have been mixed using QSound, so on a carefully arranged stereo system, you can benefit from some surround sound style effects.

WHAT MORE MUST BE ADDED?

We've had a few days to savour the brilliance of Saturn Sega Rally Championship in its current form and from what we can see, the game is pretty much complete at the time of writing (late September). The arcade mode is perfect, there are Saturn-specific additions such as being able to tune your car to your specification and the only thing that remains to be added is the Two-Player Versus Battle option. Our Japanese correspondent visited the CS Team just a few days ago and reported that there has still been no firm announcement as to what we can expect in the multi-player stakes.

A split-screen mode seems likely, but if this is the case, very clever programming would be required to keep the frame rate as smooth as it is and display adequate detail. Neither AM3 or the conversionsmiths of the CS team have denied the possibility of a two-player link-up facility using the forthcoming communications cable. All they will say is that they are looking into the possibility.

However, at the rate the project is progressing, we will almost definitely know what the score is by next month, when (all going well) the game should be complete. That being the case, a Christmas UK release date may not be the crazy talk we thought it was!

SATURN SPECIFIC TUNING SECTION REVEALED!

AM3 were the first to admit that just converting the coin-op over to Saturn with no enhancements might be a bit of a loser in the lastability stakes, hence the inclusion of an all-new "settings" menu on the front-end of the game. Basically, this allows you to create your own car, tinkering with tyres, handling, cut-off valves, along with front and rear suspension. You can then save off your creation and use it in Time Attack games and presumably in two-player battles as well. We're leaving things a little vague here because there are still some bugs evident in this part of the game which are in the process of being eliminated as we write.







With the other cars now on the track, it's clear how challenging Sega Rally actually is, as they block your racing path.



Completing the first couple of stages isn't particularly hard. Finishing in a good position though, is vital to success.

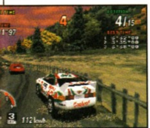




Look, the chopper is there! The chopper is there! At 80% complete, the arcade mode of Sega Rally is basically complete. And the detail of the conversion is simply awesome! All the trackside features, all the cars and all the speed of the coin-op have been successfully replicated. And even running at 30 frames a second, there's virtually no bad clipping on the horizon.

EXCLUSIVE! FIRST PICTURES OF THE SUPER-ADVANCED LAKESIDE COURSE!





Not many people have seen this course - not even in the arcade original. Why? Well, the track is designed to be difficult to reach. Very difficult. Only after a huge, concentrated Rally session were we able to get to it.

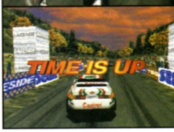
To reach the Lakeside course, you need to access the Championship race in the arcade mode and complete it. That is actually difficult enough, but even reaching the goal with seconds to spare isn't good enough. No, the Lakeside course is only accessed once you have destroyed the CPU-controlled opposition, which means getting as high in the rankings as you can, as early on in the race as possible.

The Lakeside course rivals the mountain terrain of the expert course in terms of graphical brilliance. Set in twilight, you begin the race at the very front and you need to sustain that lead all the way around the track if you are to receive the ultimate prize. This is doubly difficult as the only thing that hasn't made its way from the original coin-op into the Saturn game is the rear-view mirror (well, at least it's not in there yet and there doesn't actually appear to be any room for it). As you might imagine, this makes cutting up the opposition very tough.

This track is incredibly difficult. As well as being extremely tough (there are no easy turns here), the course is also narrow throughout, making turns difficult and over-taking near impossible. The road is surrounded by rocks, meaning that there is no off-road racing.

Think you're up to the challenge? Well, getting here is an act of Rallying mastery and completing Lakeside in first place is an almost god-like activity!









Seeing the Expert track in action, is believing. The sheer amount of detail, especially when driving through these mountain top streets, is simply staggering!

THE EXPERT MOUNTAIN COURSE LOOKS UTTERLY FANTASTIC!

Although there is no denying that the graphics in the Desert and Forest courses look totally astounding and near arcade-perfect, they can't prepare you for the sheer graphical feast that is the Expert course!

Set in the mountains (hence the name), the track is an arduous series of narrow, twisty roads wending around the steep slopes. That being the case, there is very little room for any error. Whilst the earlier courses allowed for a fair amount of off-road racing, you won't find any such respite in this expert's course. If there's not a mountainside to careen into, the alternative tends to be a thick rock wall.

Just like the Acropolis stage in Virtua Racing, the mountains make for some spectacular scenery. The sheer hugeness of the texture-mapped scenery is incredible enough, however the range of buildings in the main town section is unbelievable. And remember, even though these are probably the most detailed 3D environs yet seen in a home 32-bit 3D road racer, the frame rate is dead solid at 30 frames a second.







DAYTONA USA CHECKPOINT 2

TIME ATTACK RULES

1. You must be racing in Time Lap Mode – in the usual game, you can slipstream behind other cars to get extra speed. We think that this is an unfair advantage.
2. You must be using the official UK release of Daytona USA on a UK Saturn. In converting the game to PAL, AM2 changed the time base slightly, so sorry to all import owners but you won't be able to enter this competition.
3. We only want your best individual lap time on any of the three courses, or all three if you're good enough. You can enter as many times as you like for any of the tracks.
4. You have to be racing on NORMAL mode, not GRAND PRIX or ENDURANCE.
5. If you end up with the best lap time, we'll want video footage of it in the form of the replay mode. You don't have to send it in with your best time but hang on to it. We'll contact you if you win.

Please send your times in ON THE BACK OF A POSTCARD! We can't be bothered to open envelopes. And don't ring up asking for the latest times, we won't tell you. We're hard like that.

Don't forget, you can get enter all three track competitions as many times as you like. Send your times together with your name, address, and phone number to: DAYTONA TIME ATTACK CHALLENGE, SEGA SATURN MAGAZINE, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Next month is the last time we'll be printing your pathetic entries before the final results appear in our January issue. The deadline for entries is the end of November, so let's have some good times, eh? Race you fools, race!

Another month has passed and the tidal wave of entries for our awesome *Daytona Time Attack Challenge* has continued unabated. A shame then, that nearly none of them have managed to even crawl onto the lower rungs of our Race Champion Scoreboards. What's the matter with you lot? eh? Eh? Come on, this is meant to be a challenge, so lets have some decent times. Congratulations to those of you who've managed to crack the best times is month but, in truth, you're only the best of a bad bunch, so don't pat yourselves of the back or anything. Right, we've made our point, so here are this month's embarrassing times.

BEGINNER: SHORT OVAL 777
Win an exclusive Saturn Jacket, the Arcade Racer steering wheel and Virtua Stick!

- 15" 35 - John On, South Ockendon
- 15" 46 - Neil Cottee, Swadlincote
- 15" 48 - Jason Clark, Lancashire
- 15" 48 - Keith Aggett, Newton Abbot
- 15" 51 - Sam Underhill, Cheltenham



ADVANCED: DINOSAUR CANYON
Win an exclusive Saturn Jacket, the Arcade Racer and 10 Saturn games!

- 40" 20 - M. Reay, West Mids
- 40" 97 - Barry Lavelle, Barnsley
- 40" 98 - Peter 'BAZ' Bailey, Willenhall
- 40" 91 - Ben Ford, Hartlepool
- 41" 09 - Mark Phillips, Towcester



EXPERT: SEA GALAXY
Win an exclusive Saturn Jacket, the Arcade Racer and A YEAR'S SUPPLY OF SEGA'S SATURN GAMES!

- 1'28" 02 - Gary Martyn Bagley, Warley
- 1'28" 08 - Chris Robinson, West Wickham
- 1'28" 15 - Stephen Hodson, Stoke-on-Trent
- 1'28" 39 - Colin Walker, Thame
- 1'28" 98 - D. Toulson, Tottenham



Reckon you can beat those times? You do? Well, don't feel too proud, because they're atrocious. You've read the rules, so get cracking on cracking these times. Talentless gaming baboons need not apply.











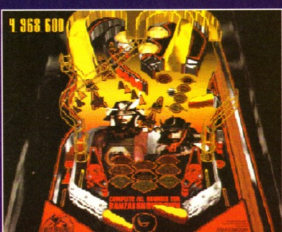


WIN A BATMAN FOREVER PINBALL MACHINE WORTH £3000!



To celebrate **the release of Digital Pinball, Sega are giving away an arcade pinball table to one lucky SEGA SATURN MAGAZINE reader. And seeing as they already own expert pinball company Data East, they've selected the top arcade hit, Batman Forever as the prize. To get this table into your living room is really simple: get hold of a copy of Digital Pinball, play it to death, then photograph your highest score. Then, send it in to us. We'll collect all the entries together, and the highest scorer wins the table. The closing date for entries is November 30th, so there's plenty of time for you to get essential practice in!**

Send entries to: NO, YOU'LL NEVER BEAT MY TOP SCORE, SEGA SATURN MAGAZINE, EMAP IMAGES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Usual compo rules apply.



BRING THE NOISE

That's right, if you're one of those extra lucky people with £170 to spare, you too could be watching the very latest in CD films. All you need to do is pop on down to the shops (alright so we were lying about never leaving the house) and get yourself kitted out with a Sega Video CD card. Then, simply, slide back the compartment on the back of the Saturn, slip it in the slot and away ye go. Interactive entertainment on tap! But is it worth it? Should YOU be rushing on down to your local gaming empire to get hold of one? Well...



ESSENTIALS

Video CD Card	**£170**
Average movie CD	**£10-20**
Average music CD	**£10-20**

Key features: Allows you to play VHS quality film and music CDs on your Saturn and offers various novelty features.

What we think: At the moment, it's more for people who want to show off. But then again, if it's a choice between this and a video player...

VALUE FOR MONEY: 7/10

MOVIES

It all depends on what you want to get from your Saturn really,. If you just want to play games and nothing else, it's probably not worth the bother., But if you want to make the most of your machine, it's definitely worth considering. You see, for your £170 you'll be able to view VHS-quality films with CD sound in your own home. And although you can do that already with an ordinary video, this provides loads more novelty. Want to zoom in on that essential scene on basic instinct? No problem – simply use the Video CD's magnifying glass. Why, you can even get a high quality freeze frame if you're that desperate. And, in addition, you can add strobe effects to any scene, play it out in slow motion (good for that fatal Reservoir Dogs bit), skip to vital parts of the film immediately and even show sequences of pictures all across the screen.





SEGA SATURN VIDEO CD CARD

ESSENTIALS

Photo CD **£25**
One film developed on to CD **£10**
Key features: Allows you to develop film onto a Saturn compatible CD, then provides ample opportunity for picture tinkering.
What we think: Well, call us old fashioned, but nothing beats the good old photo album. However, this is a great novelty product, and it only costs £25, so as a one off purchase it's pretty good value
VALUE FOR MONEY: 8/10

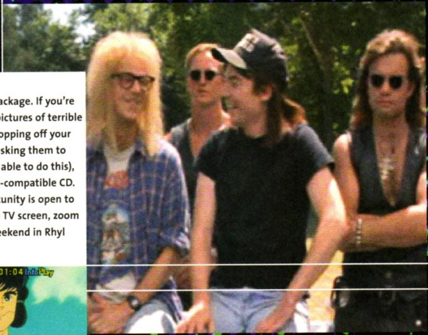




If you buy a Video CD card, you'll be able to take your choice from hundreds of films already compatible with your video CD card. Among new releases this month are Forrest Gump and Beverly Hills Cop 3.

A WHOLE NEW WORLD

Also new from Sega this month is the Photo CD package. If you're fond of embarrassing relatives with ten year old pictures of terrible hairdos, then it could be particularly useful. By dropping off your normal photographic film at the developers and asking them to process it on to CD (only larger developers will be able to do this), you can get all your pics developed on to a Saturn-compatible CD. Then, a whole new world of cringe worthy opportunity is open to you. Paste your girlfriend twenty times across the TV screen, zoom in on Granny's liver spots and change that wet weekend in Rhyl into a fantastic fortnight in Rio. Well, almost.



If you do buy the Video CD card, check before you buy any CDs! Some of the newer films are only compatible with MPEG 2. Ask the sales assistant for more details.








POP STARS

Of course, this isn't much use when all you want to do is simply watch a film from beginning to end. But it really comes in handy when you play an interactive music CD. Remember around four years ago when Philips claimed to invent the best multimedia/games console thing ever? Yeah, that's right, it was called the CDi. Well, they released hundreds and hundreds of music CDs, which also incorporated some rather lovely visuals. Unfortunately, while the console itself has done rather badly, the CDs will work with the infinitely more successful Saturn. So you get to see such stars as Bon Jovi, Kylie, Pink Floyd, the Beastie Boys, 2 Unlimited and millions more in the comfort of your own home. Again, you can cut to specific tracks, lay down special effects, or just simply lay back and enjoy the music.

BUT, IS IT WORTH THE MONEY?

It has to be said that after spending 400 quid on hardware, some people may find the prospect of shelling out an extra £170 a bit stomach churning. But, if you're a bit of a movie buff, or simply a die hard Abba fan (they have two CDs released this month alone) it could be just what you're looking for.

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SEGA SATURN

Review *Index*

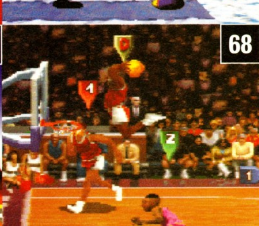
You want reviews? Sure, we've got loads.

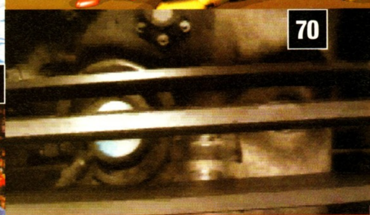
Why, even in this issue, there're ten to plough through, and this is a quiet month as far as Saturn releases go. Although the biggies such as *Sega Rally* and *Virtua Fighter 2* won't be out for a couple of months, there's still plenty of quality software out there and naturally, being the official Saturn magazine, we have the big reviews before anyone else. And here they are...











BY	SEGA
PRICE	£39.99
STYLE	3D PLATFORM
RELEASE	NOVEMBER

Clockwork Knight. It was supposed to take platformers into the next generation. With its impressive SGI rendered graphics and 3D backdrops it went some way to fulfilling that promise. But the actual game was a disappointment. Which brings us neatly to this sequel.



Clockwork Knight 2 isn't so much a sequel to the original game, as a continuation of it. Which goes some way to explaining why it's so similar to the first game. As with the original Clockwork Knight there are four levels, each one themed around a different room of a house and each one divided into two sub-levels with a boss at the end. Although the graphics are impressively three-dimensional, the gameplay is very much a traditional 2D affair. Little Pepperouchau has to run and jump his way through each level, negotiating the various household objects that block his path and attacking enemy toys with his clockwork key sword. All very similar to Clockwork Knight 1 you might think.

However, Clockwork Knight 2 manages to succeed, in every respect, where the original game failed. In other words *it's fun!* Whereas Clockwork Knight relied on its plush graphics to lift the monotonous, plodding action, CK2 actually provides decent and varied gameplay. Aside from the usual platform leaping and baddy bashing, each level is packed with loads of clever touches – flooded bathroom floors, zippo lighter torches and giant clock mechanism platforms to name just a few. What really makes Clockwork Knight 2 such fun however, is its pace. If you want, you can race through each level, bashing chains of baddies out of your way and finishing in record time. On the other hand though, if you want to explore the harder-to-reach-areas, skilled joypad control is required to overcome the enemy infested platforms. And, providing an incentive to search these more challenging sections, the game is packed with all manner of hidden extras, from the standard bonuses and hidden play areas, to the more coveted playing cards. Collecting all these (there are four on each stage) reveals something special. Exactly what though, is a mystery to us, as we haven't found them all yet. They're pretty tough to find, you see.

As entertaining as all these features are though, they still aren't anything new to the world of platform gaming. What really gives CK2 a unique feel, are its awesome, massively impressive visuals. Far surpassing those of the original Clockwork Knight, the graphics in CK2 really show off the Saturn's capabilities, with crisper looking sprites and amazingly detailed 3D backdrops. The sheer number of textured polygons used to build the landscapes is staggering, and all the more incredible when you consider you can actually move into some of the backgrounds. What's more, the huge bosses are simply jaw dropping. Giant octopi, transforming castles, mechanical dragons, all made from textured polygons that scale in and out of the screen. As far as graphics go, Clockwork Knight is near enough on par with Panzer Dragoon for sheer gob-smacking quality and drop dead gorgeousness.

Okay, so Clockwork Knight 2 is still just as easy as its predecessor and it isn't any longer either. But there's far more to it than was found in the first adventure and its far more fun too. Actually exploring the levels to the full (and you will want to) increases the games longevity quite a bit. If you really want a tough, challenging platformer, you'd be far better off going for BUG!. If however, you want a magically atmospheric, incredibly entertaining and graphically fantastic platform game, you have to get Clockwork Knight 2. For sheer gaming fun, it's the best Saturn platformer around. Sadly though, it's just too short and far too easy to be a classic.

TOM GUISE



The jolly SGI intro (shown above) and the many intermission scenes all help flesh out Clockwork Knight 2's brilliant story. And the end sequence has to be one of the best in any game.









Clockwork Knight 2



The TV boss from the first game kicks CK2 off. It's easy to beat, but some people will still have trouble with it. Your granny, for instance.

The Barobaro riding levels are incredibly good fun and all add to CK2's fast, action-packed gameplay.

It's a tragic love story about a knight and a princess who doesn't fancy him. And of a serving wench who loves him, but he doesn't notice. Sort of like King Arthur, but with toys.

Fantastic graphics, great gameplay and a brilliant fairytale story make Clockwork Knight 2 the most engrossing and entertaining Saturn platformer around. If only it was twice as long, it would be perfect.

graphics	92
sound	94
playability	91
lastability	71

overall

88%

BY	MAXIS/SEGA
PRICE	£49.99
STYLE	SIM
RELEASE	OCTOBER 1995

You are a Sim. You live in a Sim City. Little did you know but you're actually just a series of complex computer calculations and someone is influencing everything you do. Wild huh? If you find this bombshell distressing, console yourself by taking control of your own city of Sims and making their lives hell too.

Sim City is one of the best known and most popular home computer games ever, mainly because it's one of the few games that appeals to just about everyone. It also has the strange ability to convert full-time arcade shooter fans into around the clock urban planners with a sense of civic duty.

The idea of the game is to build and successfully run as big a city as possible by carefully planning what buildings go where as well as setting the budget, tax levels, and creating transport systems. It's this ability to completely control the whole city that makes the game so in-depth, as well as the way that the Sims (the virtual residents of your city) react realistically to any of your actions. For example, if you build a residential area too close to a heavy industrial zone, not many Sims will want to live near all that pollution, however, if you add a few parks, a stream and a small wood between the two zones they'll fight for the houses.

During the game you get updates on your popularity in the form of newspaper polls, along with articles detailing what features your city requires and some exciting reports on dental hygiene. By listening to your Sims and giving them what they need without overstretching your budget you can get a good city going, thus making you more money which you can spend making your city bigger to get even more money... and so it goes on.

This is the game's major failing in that it just goes on and on until you run out of money or quit. Do well and you eventually make far more money than you can possibly spend. The 'scenarios' solve this problem by giving you a set target population or amount of money to reach within a limited amount of time. And so we come onto the real bad points. By far the biggest problem is the ridiculously slow pace of the game. It's not down to the playability, rather the ridiculous length of time it takes to scroll around the map, something that wasn't a problem in the PC version. Surely the Saturn should be able to handle the fairly simple graphics at least as well as a PC?

Anyhow, this is still a fantastic strategy game which will drag you in quickly and keep you engrossed for a good few weeks (and that means many hours per day). The sad part is that most people will play it so much in the first month that they'll be sick of the sight of it afterwards. The depth and level of control you have means this game will appeal to just about everyone, and there are a few bonus features for the Saturn version, so even PC-owning Sim-veterans should enjoy playing it. It's just a shame about the speed, though.

ED LOMAS



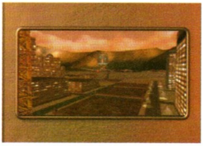


Further into the future, your newspaper becomes a digital message keeping you informed on escaped animals.





There are quite a few buildings exclusive to the Saturn version, including a lovely statue of Sonic.











The coloured bars in the top-left corner of the screen let you know what types of buildings your Sims want to see.

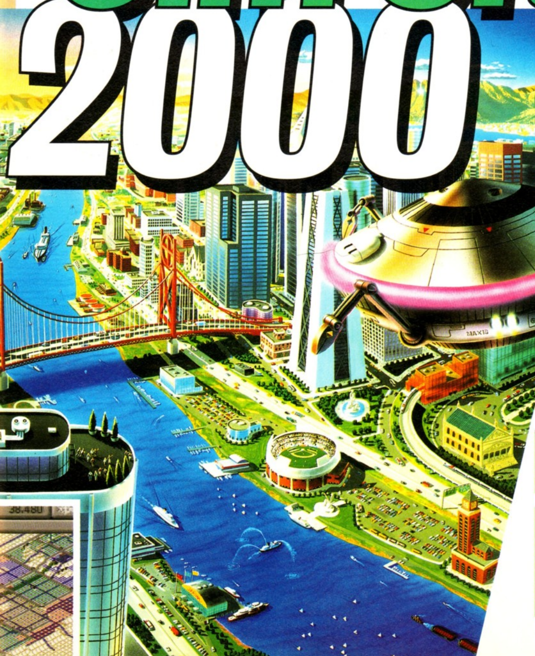


The new structure viewer gives you loads of useless info about your city and lets you see stuff in smooth 3D.



Lots of parks help increase the value of land, as well as making your city look pretty.

Sim City 2000





A great strategy game which'll keep almost anyone occupied for Tony Adams' years even though it's soo slooow.

graphics	80
sound	78
playability	89
lastability	93

overall **86%**

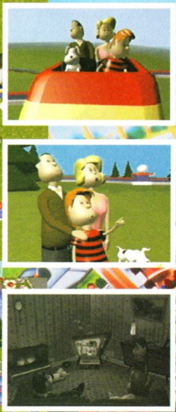
BY	BULLFROG
PRICE	£TBA
STYLE	STRATEGY
RELEASE	NOVEMBER

Bullfrog's determination to completely take over the world with Theme Park continues this month as they unleash it on the Saturn. So does this mean that we finally get to see all those lovely PC rendered visuals in their full, unadulterated glory? Well, that's the general idea...









Theme Park has been around the block so many times now, that it's a bit difficult to go into frenzied spasms over this latest version, but seeing as we like it so much, it's worth a try. Actually, bar the original PC version, this is easily the best version of Theme Park we've seen – it has the original brilliant game intro, all the fairground tunes and speech samples, and the graphics on the rides and shops are much boosted from anything seen on a 16-bit console.

However, this information won't be much use to you if you've never heard of Theme Park before (quite unlikely really), so here's a quick recap. The ultimate aim of Theme Park is to make money. Loads and loads of it. To do this, you'll need to build the best theme park in the business, with the best rides, the best ice-cream, and the best value for money. No easy feat by anyone's standards.

Anyway, to do this, you're provided with a huge playing area, various rides (the number to choose from expands as you get more money), shops, paths, employees, financial statistics – you name it, if it's at all to do with running a business, you'll find it in there. Of course, the way to make your money is by carefully balancing the amount of rides with ticket prices, the prices of cola with the amount of ice in the drinks, basically finding the easiest way to scrimp and save via making as much money as possible. Once you've made one park a success, there's loads of others around the world to turn your hand to, and there's plenty of competitors who will be hot on your heels too.

Basically, Theme Park (along with Sim City 2000) is THE title to buy if you're after a strategy type game that will last for ages and provide loads of entertainment. You can even see your rides in action just like you could on the PC version, and in some ways, this is even better because there's more choice. Luckily, the gameplay is likely to appeal to more than just strategy fans, and although it's not in the same excitement league as Daytona or Sega Rally, it's always good to have a game in your collection that has this kind of lastability.

SAM HICKMAN







The intro on Theme Park is really impressive, beginning in Mr and Mrs Dullsville's home. Little Timmy announces to his Dad that he's "bored", and after seeing an advert on the TV for an exciting Theme Park, the park owner pops out of the TV and whisks them away from their tedious lives into a world of exhilarating rides, larger-than-life characters and most of all, loads of fun!

THEME PARK







Waterslides not only give the punters a bit more excitement, they make the park look really good too.



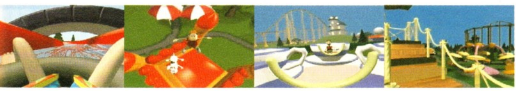
Balance your park's talents between the very best rides and high-priced novelty or take-away shops.

Its instant playability will appeal to a wider audience than Myst, making it one of the best strategy games on the Saturn.

graphics	90
sound	91
playability	90
lastability	92

overall

90%



BY	ACCLAIM
PRICE	£TBA
STYLE	BEAT 'EM UP
RELEASE	OUT NOW

The Streetfighter movie was one of the worst cinema releases of the year, reminiscent of M. Hulot's Holiday in its awfulness – and M. Hulot's Holiday is *French*. But that didn't stop Capcom from making at least a small amount of money from it by releasing Streetfighter the Movie arcade game, which was at least a little different from its predecessors in the SF2 line.

Now The Movie is all set to hit the Saturn, allowing gamers across the globe to constantly pick Cammy as their character so they can have a look at Kylie Minogue's pixilated bum. The sad gets. And indeed, that's not the only reason you'd have to be a bit of a fool to part with any sum of money for SFTM.

The main complaint with this title is that it isn't even a conversion of the coin-op, with the meagre new features this would have offered. Oh no, it's just a straight port-across of Super Streetfighter 2 Turbo, but with digitised graphics matted onto the unconvincing hand-drawn backgrounds. This means you get your Super Combo bar and all the other trash... sorry, in-depth gameplay features, you've come to expect every time you fork out another sixty quid for what's essentially the same game, but without the benefit of attractive graphics.

The other main complaint is the game speed, which is far too slow. Not just too slow when you start out, but slower still when the screen gets busy. For example, if both players fire a projectile weapon and one of them tries to jump at the same time you've got time to go and make a cup of tea, drink it and have a slice of cake before either of you can do anything else.

This is the first time Streetfighter has appeared on the Saturn, and hopefully it'll be the last. SFTM just illustrates how redundant the 2D beat 'em up format is these days, with its random spasmodic special moves, lack of strategic depth (unless you count revising hundreds of thousands of "interesting" combos like a real Johnny No-Mates) and crap graphics. Virtua Fighter comes free with the Saturn. You don't need to waste your money on pap like this.

RADION AUTOMATIC

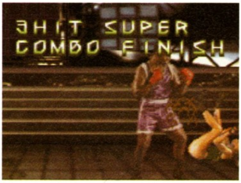




The characters in all their digitised glory.

I know it looks very similar to the movie and everything, but PLEASE! Even if you are one of the sad people who found it enjoyable, don't assume that you'll glean much entertainment from this. It's not much fun at all.





Look, I'm not even going to rise to the wealth of caption opportunity that this picture provides. Sorry, we just can't be commenting on things like that in this magazine. You'll have to make up your own amusing caption instead.



Just too much wandering around.Just too much wandering around.Just too much want too much wandering around.Just too much wandering around.



Three hit super combo finish? Oh, sorry. It's just that I thought it said something else. Something completely different. But it doesn't. So, never mind then. Just forget I said anything at all, okay?





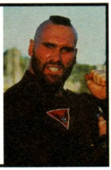


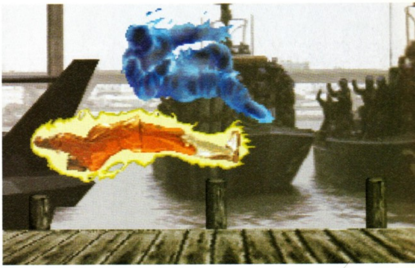


STREETFIGHTER The Movie











Unfortunately, this adds nothing new to the already choc-full Streetfighting genre. Even if it does feature the real actors.



It's Chunners! Die-hard, maniac streetfighting type she may be, but even she's peeved at this conversion. And who can blame her?



Wahey! Now this is more like it! Except you'll have to wait around for a bit until the slow down has done its stuff.

A pointless waste of time and money on behalf of everyone involved. Except the actors who got paid for doing it. Do not be conned.

graphics	51
sound	62
playability	50
lastability	42

overall **49%**

BY	SEGA
PRICE	£TBA
STYLE	SPORTS
RELEASE	1995

Midway's NBA Jam coin-op gave credibility to a sport previously dismissed as a 'glorified version of Netball.' Now its blend of fancy shots and NBA-licensed teams have finally hit the Saturn.



Tragically, neither player realised the ball was right at the other end of the court.



One of the Turbo dunks in action. There are loads of these. And different ones for each player.





In the world of arcade games, violence reigns supreme. With Mortal Kombat and its offspring encouraging players to pull out spines and incinerate their foes, and Virtua Fighter II offering a myriad of punches in glorious 3D, the success of Midway's comparatively tame NBA Jam: TE was a real revelation.

No strange death moves, no intricate control systems, you couldn't even 'be the boss'. Nope, it was a basketball game pure and simple. And, aside from the odd shove, violence didn't play a part in it.

Now, after conversions for every format known to man, licensees Acclaim have seen fit to unveil what should be the ultimate version for the Saturn. After all, the coin-op isn't as technically ball-breaking as, say, Virtua Fighter or Cop, so surely the conversion should be spot on. Ordinarily after a build up like that, the reviewer feels obliged to say 'wrong.' Thankfully, the converting team at Iguana have managed to cram every hidden character, fancy dunk and ounce of playability into the Saturn game, creating a virtually identical home version. You heard me right: Saturn NBA Jam is arcade perfect.

The main reason for the coin-op's success is that it plays so well – something sorely missing in a lot of the more recent visually impressive machines. Very few button presses are needed as, with the real thing, basketball is a game of timing and precision. Blocking, passing and shooting are the mainstays of NBA Jam, and the assorted special move dunks are but a neat addition to a very playable game. NBA Jam: TE is a two-on-two game played either in a league or as a series of friendlies. One to four players can join in, whilst the one-player mode gives the player control over one of their two dunk-meisters. And that's it. However, knowing that arcade-goers demand all manner of icing and fancy toppings on their games, Midway added a host of optional extras to the basic two-on-two action. These include numerical bonus markers on the court which increase points potential for quick shooters. Another variety of coloured tablets temporarily speeds up the player, or sends a minor tremor across the court, knocking over the other three players. And for those whose three-pointers may seem a little lack-lustre, each player has a 'Turbo' bar which, if activated, unleashes gravity -defying dunks or runs the Harlem Globetrotters would give their kidneys for.

Quite simply, this Saturn version of NBA Jam: TE IS the arcade game – with the commentaries and sound effects deserving special praise. It puts power-ups into a new gamepay arena, and the result is a fluid runaround, slightly better in two-player mode. Not as technically clever as some of the more recent releases, but its playability ensures a return for late-night rematches whilst the graphically-stunning games are gradually coated in dust.

STEVE MERRETT



NBA JAM
Tournament Edition







Here we can see that the ball is On Fire. This means the player has infinite Turbo energy. Hooray.



That ref's trying to look up the players' shorts. The filthy old man. Arrest him, officer.



Screen depth and perspective are improved by the sprite scaling. This makes it easier to divine what latitude your players are on.



Score three baskets in a row to be crowned On Fire.






That's a big ball. I wonder if it'll fit in the little basket properly?





Yet another fiery-flashing On Fire ball. Players remain combusted until their opponents score a point. Having your partner-player score keeps you lit, as does scoring yourself. But not your opponents.



Aieee – that giant basketball is gonna crush the crowd! Do something, Tintin! Before we all lose our feeble lives!

An exercise in supreme playability. A perfect conversion of one of the most original coin-ops around.

graphics	81
sound	80
playability	91
lastability	86

overall **89%**

BY	SEGA
PRICE	£TBA
STYLE	3D SHOOT 'EM UP
RELEASE	NOVEMBER 1995

Now that you've had a couple of months to get used to playing next generation games, you're probably wondering when you get to play the real classics, like Doom and Dark Forces. Well, unfortunately, you're going to have to wait for them for quite a while, but in the meantime, there is an alternative...

Yep, Robotica could be the answer to every budding blaster's prayers. Released on import roughly five months ago, this title enjoyed a limited success in Japan, and certainly looked the part with its dank, moody graphics and detailed texture mapping. However, being official types we didn't bother to review the import version of Deadlus (as it was known then), preferring instead to wait until it would be on general release in this country. Although apart from the name, it has to be said that nothing has changed very much from the original Japanese version.

In fact, if we're brutally honest , this game remains the same as it ever was – which leaves it as little more than a Doom rip off. This is a real shame because looks-wise it has everything going for it – the texture mapping is great, and the moody, meandering corridors really set the atmosphere of the game. And, when you first play it, you really get the feeling that you're in for a bit of a treat.

Unfortunately though, the graphics are wasted somewhat due to the dull nature of the gameplay. Although some pretty mean robots appear from time to time, there's not enough of them, and, horror of horrors, when you kill them there's no blood. Just a muted little scream. Which is all a bit disappointing when what you're really expecting is some lightning-fast shoot 'em up action with a bit of torture and death thrown in for good measure.

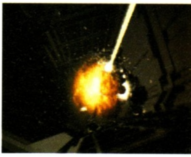
Still, at least half of the no- atmosphere-at-all blame can be put down to the game's music. When you're wandering around the corridors, there's nothing at all to accompany you music-wise, and on the occasional section when there is music, it just isn't suited to the game. Quite a poor effort when you consider the power of the sound chip the Saturn has to offer.

In all, this is a disappointing shoot 'em up debut for the Saturn. Although it's not unplayable by any means, it lacks any kind of atmosphere and is a bit weak in the action department too. Stick with Panzer Dragoon for now until something better comes along.

SAM HICKMAN



You may think that the screenshots shown look the same because we're lazy – but almost every level looks like this. Honest!

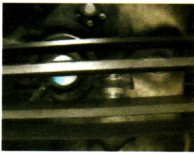






Could there be a really scary robot lurking behind this door? Probably not – there just isn't enough of them to go round all the levels.







Although Robotica looks the part, the action is very sparse which tends to make the atmosphere a bit stilted.





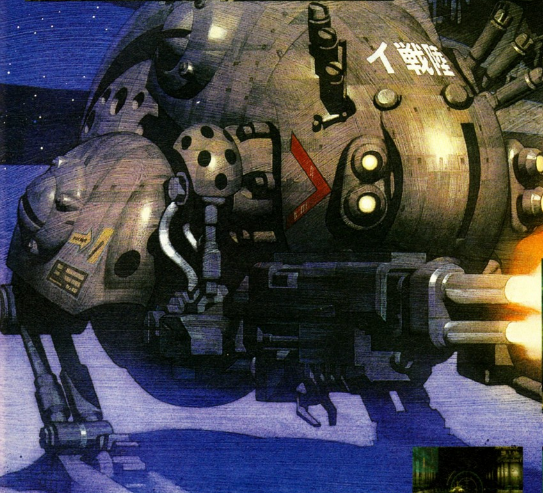




Robotica









Nice enough, but it fails dismally in comparison to what's already out on the PC.





A straightforward Doom clone that looks the part, but lacks in the playability and entertainment departments.

graphics	84
sound	71
playability	69
lastability	73

overall 70%



Just too much wandering around.



Hoorah! An enemy at last!

BY	SEGA
PRICE	£44.99
STYLE	SPORTS
RELEASE	NOVEMBER



No matter what Blue Peter and other such activity-friendly youth programmes may tell you ice hockey, like baseball, is not very popular over here. For one thing our winters supply us only with a constant supply of rain. Freezing rain, yes, but sadly not quite chill enough to solidify into the ice so desperately needed to facilitate a good game of ice hockey. So why the heck are ice hockey games so popular here then?

But hey, this is Britain, the thriving open-hearted corner of the world ready to greet new ideas with a cheery welcome. Not for us the petty cultural fascism which would have us saying "Ice hockey? That's a bit of a crap sport. Why can't they play football like everyone else?". Anyway, they've programmed the thing now, so it's too late to do anything about it. We might as well get on with reviewing it. NHL is yet another official licence (so the League must be coining it in) featuring teams and rosters from real life, as well as commentary from two blokes you'd only recognise if you were American.

Playing NHL is much like playing any of the mystifyingly myriad of ice hockey titles on the Megadrive. You take control of one member of your chosen team, flicking between characters as the puck moves around the rink. The A, B and C buttons are used to pass, shoot, tackle (with a body block) or dive (for whatever reason that is). The action is viewed from loads of different viewpoints, which includes panning camera shots and close-ups. The controls are, obviously, slidey, and although the pace is less than furious it's a very hard game.

What really makes it interesting are the reams of options. Replays, rosters, custom teams made out of customised players,each with numerous abilities, more stats than you could shake a stick at and loads of in-game and play options. I could spend hours just listing them, let alone exploring them. Therefore, it remains for us to give our considered opinion. It's not going to be everyone's cup of tea, because not everyone is thrilled by ice hockey anyway. But if you liked NHLPA or even Slap Shot and you're a fan of American-sport-style option frenzies this is definitely enough to tide you over until EA's NHL title hits the shelves next year.

RAD





















NHL Hockey

The ref's a careful bloke and makes sure he gets right out of the way before being completely clattered by some big blokes in body armour. Shame, it's always good to get one-up on the officials.







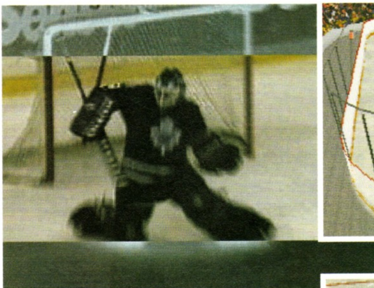






The guy standing on the frisbee is the player you're currently controlling.







The side-line camera view is our fave. It even pans in and out so you can keep your eye on the action.











Thanks the storage capacity of a CD, this game is totally loaded with neat presentation and plenty of FMV footage.

Not the best title in the world, but it serves a niche market well enough and is visually impressive too.

graphics	79
sound	83
playability	76
lastability	79

overall

78%

BY	UBISOFT
PRICE	£44.99
STYLE	PLATFORM
RELEASE	NOVEMBER 1995

Rayman

So far, the Saturn hasn't been subjected to the mass of platformers that made their way on to the Megadrive. But even though quality games such as Bug have appeared on the format, it still has to find itself a real hero like good old Sonic. But there are a few contenders in the offing, and Ubisoft's Rayman reckons he has a good a chance as any.

While physically challenged in everyday life, it seems as though Rayman really comes into his own when faced with a good old fantasy platformer.

It's a bit unfortunate though, that he breaks the very first rule in platforming heroism: he doesn't look anything like someone that should be looked up to. In fact, he's more likely to trip over his own feet on the way to the shops than rescue a fair princess or collect one hundred rings in under a minute. Still, I suppose you can't really hold that against him, and he does have his talents – it's just that you have to dig a bit deeper to find them.



In fact, sometimes you have to dig really deep. Although Rayman at first seems like a nice enough platforming affair – everything works just fine and at times you'll even find yourself having a bit of fun – it becomes tedious rather quickly. Now, this isn't the fault of bad programming – it goes deeper than that. It's the fault of the game designers who decided to build infinite levels of exactly the same gameplay and then tried to hide it by adding various weapons and making some of the levels really, really, difficult. So, sometimes, you'll amble through a stage releasing elec-toons willy -nilly and find yourself having rather a jolly time doing it, and other times you'll be swearing like a trooper and vowing never to pick up another platformer as long as you live.



This is all a bit of a shame really, because the graphics have had a lot of effort put into them – and there's plenty of variety in between stages too. In fact, if you were just watching somebody else playing the game you could be easily fooled into thinking this was the best thing to appear on the Saturn for quite some time. However, in reality, it's a bit too dull a bit too often, and at times, it's just plain irritating and damned difficult. For people who just want something *nice* (and I mean *nice*) to play though, it could be just the ticket.

SAM HICKMAN



Rayman really looks the part, throughout each and every level.





Some of the levels require real split-second timing. Get it wrong and it means death.



In some levels, Rayman acquires a propeller head that allows him to fly to previously unavailable areas of the level. Sometimes he'll need to fly just to finish a stage.











The electoons! Find the electoons! They're imprisoned in a cage a the end of every level, and if you don't rescue them, the whole world will be doomed!



See, at the end of the day he can still have a few laughs.



Now, this level is a really tricky one. Don't say we didn't warn you.



Jump off the trampoline to reach extra baubles and other parts of the level.













Looks good on the surface, and plays fairly well, but too samey throughout and downright irritating in places.

graphics	86
sound	79
playability	78
lastability	74

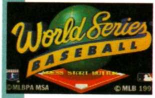
overall

78%

BY	SEGA
PRICE	£TBA
STYLE	SPORTS SIM
RELEASE	NOVEMBER 1995

There is absolutely no doubt that decent quality sports simulations probably sold as many Megadrives as Sonic the Hedgehog. It's also pretty obvious that Sega are attempting to boost Saturn sales by producing a whole host of impressive looking 32-bit sports sims. The first attempt, Victory Goal, looked great but was very simplistic in terms of gameplay. Now World Series Baseball arrives.

Upon loading up the game, it is clear to see a great deal of effort has gone into the presentation. There's the obligatory full-motion video sequence, which does a good job of setting up the atmosphere with its excellent Silicon Graphics-sourced activities. This professionalism extends into the game itself, where a vast plethora of options await. Just about every kind of baseball match can be played out, from exhibition matches through to all-sat challenges and playoffs. It's clear that the American preoccupation for stats has been well catered for, with an entire range of data stored for each individual team (and there's a Database system for you to look it all up in too).









Going into the game proper we can still see that a huge amount of effort has been forthcoming from the programmers. An array of selectables await, including the opportunity to play a day or night game and there are even four different stadiums to choose from! This is all very impressive, so it's a pleasure to say that the same quality is evident in the gameplay.

Don't get me wrong - if you've played a baseball game on 16-bit, the actual meat and drink of the game remains virtually identical. There is (of course) a very nicely presented 3D stadium - very smooth, very impressive - but the actual motions of the gameplay aren't innovative at all. This probably isn't the fault of the developers. After all, historically speaking, all baseball games are virtually identical no matter what system they are on.

But the thing is, despite the feeling that you've played this game before (and you probably have in some shape or form), there is no getting around the fact that World Series Baseball is most enjoyable - particularly in a two-player contest. There are no grumbles about the gameplay, and the batting (often the most frustrating feature in such a game as this) is good.

The developers have also been keen to exploit the game's 3D-ness as much as they can - hence the plethora of replays and camera angles. It would seem that the Sega Sports brand have actually caught up with Electronic Arts - for this title at least. The basic fact of the matter is that World Series Baseball on the whole looks impressive. True, there are no surprises in the gameplay, but at least it is as good to play as the best Megadrive examples of the genre (Victory Goal - hang your head in shame).

In fact, only two disappointments come to mind when playing this game. First is the graphical qualities of the players themselves. Great effort has gone into making an excellent 3D stadium, and this effort seems let down when you look at the lack of animation on the players, the strange poses and the below-average sprites in general. Some 3D polygon characters with Virtua Fighter-style motion capture certainly wouldn't have gone amiss here.

The second disappointment is the quality of the PAL conversion. For all its faults, Victory Goal did feature a full-screen, full-speed display but there's none of this with Baseball - expect to take the last train to letterbox central with this release.

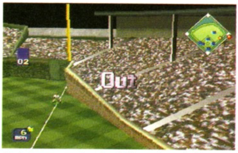
In terms of whether the game is actually worth the financial outlay, it's a bit of a tough decision. Although mildly diverting, World Series Baseball is by concept quite a limited game. Mastering pitching, fielding and batting is extremely easy which limits any solo-player action (and the fielding is an unentertaining in one-player mode as it is in any baseball game) and the game only really becomes a worthwhile experience if you have a friend (or otherwise) about for a bit of dual-player action.

If you are one of the very few people who owns a Saturn and is looking for some baseballing action, I would recommend this to you with no hesitation whatsoever. However, I think the rest of us could probably manage quite well enough without it.

RICHARD LEADBETTER



In other words, they were really appalling and were all caught out. Back to batting practice for them.



The in-game commentary is quite impressive and unlike most baseball sims, it does have an element of randomness.



This baseball game quite possibly features the most options ever seen in a sporting sim.



Although World Series baseball plays really well, it offers nothing new to the genre.





World Series Baseball





Plenty of time and effort was put into making the presentation of the game absolutely spot on, so it's a bit of a shame that the graphics (although quite impressive) are so standard. We want more polygons!



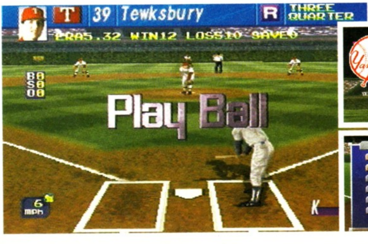
















If you're a fan of baseball, this is a perfect simulation. However, it will also appeal to other gamers, especially when played in two player mode.

graphics	75
sound	83
playability	82
lastability	80

overall 81%

BY	ACCLAIM
PRICE	£TBA
STYLE	FIGHTING
RELEASE	OUT NOW



I don't know about you gameslings, but I reckon Mortal 2 is easily the best installment of the Kombat trilogy. It's got Baraka in it, and you can't go wrong with him. Look at his big pointy teeth. Grr. Wouldn't you like a little Baraka as a pet? He'd be great around the house, and you could train him to make tea and attack your visitors with his extended blade-like arms.

The thing with Baraka is that, like dolphins, his grinning visage suggests that he's always in a cheery mood, unlike the other rather dour-faced participants in the tournament. But then, Mortal Kombat 2 was the game to introduce comedy to the beat 'em up scene, with its Babalities and Friendships – antidotes to the doom-laden gorefests which were, and are still, known as Fatalities.

It was also the game which improved the previously limited Kombateering, the controls were more fluid, the character movement smoother and the whole thing controllable. As a result it smashed the takings for the original, spawned the most successful arcade conversions ever and acted as the impetus for a seemingly worthwhile movie. And now it's back, ignoring the pleas of its younger offspring, the all-new Mortal Kombat 3, like some kind of sad drunken relative at a family gathering, staggering around the floor, showing off Kung Lao hat Fatalities and stammering "This is how we used to do it in the old days".

And do we begrudge its appearance in this climate of all things ultra-new? Why of course not, because despite not being the most up-to-date Kombat, it's still the most fun – and the one the most people will be familiar with. And, while it's not quite up there with Virtua Fighter as far as technical accomplishment is concerned, this arcade-perfect conversion is a supremely playable beat 'em up.

Mortal Kombat 2 pretty much makes your purchasing decision for you. If you're sitting there thinking "Ooh, I like Mortal Kombat, I hope this is a good version" it's doubtful you could be in any way disappointed. You'll know if you want it. And if you do you're more than advised to rush out and buy the little rascal as soon as you see it. Jaded gamesters suffering from over-exposure might have difficulty dealing with Mortal 2 without blanching, but happy-go-lucky fluffy bunny gamers who believe in fairies and the essential goodness in mankind will love it.

RAD





















Just look as those graphics – they couldn't be any closer to the arcade original.









If you liked the coin-op, you'll go loopy over this conversion.



Mortal Kombat 2















A gut-wrenching way to tide yourself over until Mortal 3 turns up – and it's arcade perfect. What more could you want?







graphics	93
sound	94
playability	93
lastability	95

overall

93%

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DARXIDE

84

FIRST PREVIEW OF

INTERNATIONAL SUPERSTAR SOCCER

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MORTAL KOMBAT 3 TAKEN APART! NEW SECRET MOVES REVEALED!

92

BY	KONAMI
PRICE	£TBA
STYLE	NOVEMBER





International Superstar

If ever there was a reason to buy a second-hand SNES on the cheap it was International Superstar Soccer. Lauded by almost everyone as the greatest football game ever, you no longer have to risk selling out to Nintendo because Konami have finally produced a Megadrive conversion.

Björk recently referred to football as 'a glorified mating ritual'. Idiot. A ropey singer from Iceland, a country which is, coincidentally, less than useless when it comes to the golden game, what the hell does she know? All it would take to make her unstand the real meaning of the game, if she didn't fancy spending a couple of hours watching the Arsenal at work, is one go of this, the undisputed god of football games, and she'd be a scarf-wearing, pint-drinking, full-on football nut for life.

That's not an exaggeration. Superstar Soccer is the game that kept SNES software at number one last Christmas and is set to do the same with the Megadrive this yule. You can forget your FIFAs and stick your Strikers, this kicks them right into touch, pops round their house, raids their 'fridge and spends the night sat in front of their telly eating popcorn and wearing their slippers.

Apart from being the best looking 16-bit football game, Superstar Soccer is also the most realistic. There'll never be a game that can replace pulling on a pair of boots and kicking the hell out of a lump of leather, but this the closest yet.







Every kind of footballing move you could hope to see in a game is featured – from diving headers and overhead kicks to delicate flicks and chips. The control system is highly intuitive, and after a couple of hours playing you're able to produce some fantastic-looking footy. That doesn't mean the game's a doddle to play, though. There's a huge array of international sides to take on in several tournaments, and unless you get your tactics spot-on you'll never make it through to the final.

One of the game's many excellent touches is the inclusion of several famous faces in the bigger sides. Italy, for example, have Roberto Baggio and Fabrizio Ravenelli in the squad – both of whom are instantly recognisable on the pitch. It's small, almost unnecessary features like these which bolster the game even further and put you firmly in football heaven.

Even if you've never owned a football game, you should still keep an eye out for the up-coming review. Nobody in this country gave a monkey's about American football games until John Madden's came out, and this game has that similar effect – it's just so much fun to play. And it's proper football as well.

If it sounds like we're just a little bit excited by this game, then you've got the wrong impression. We're totally excited by this. Watch out for it, it's going to be good.

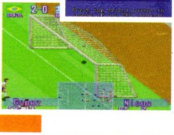


For a country that's crap at football, the Japanese are certainly spot-on when it comes to producing a decent footy game.



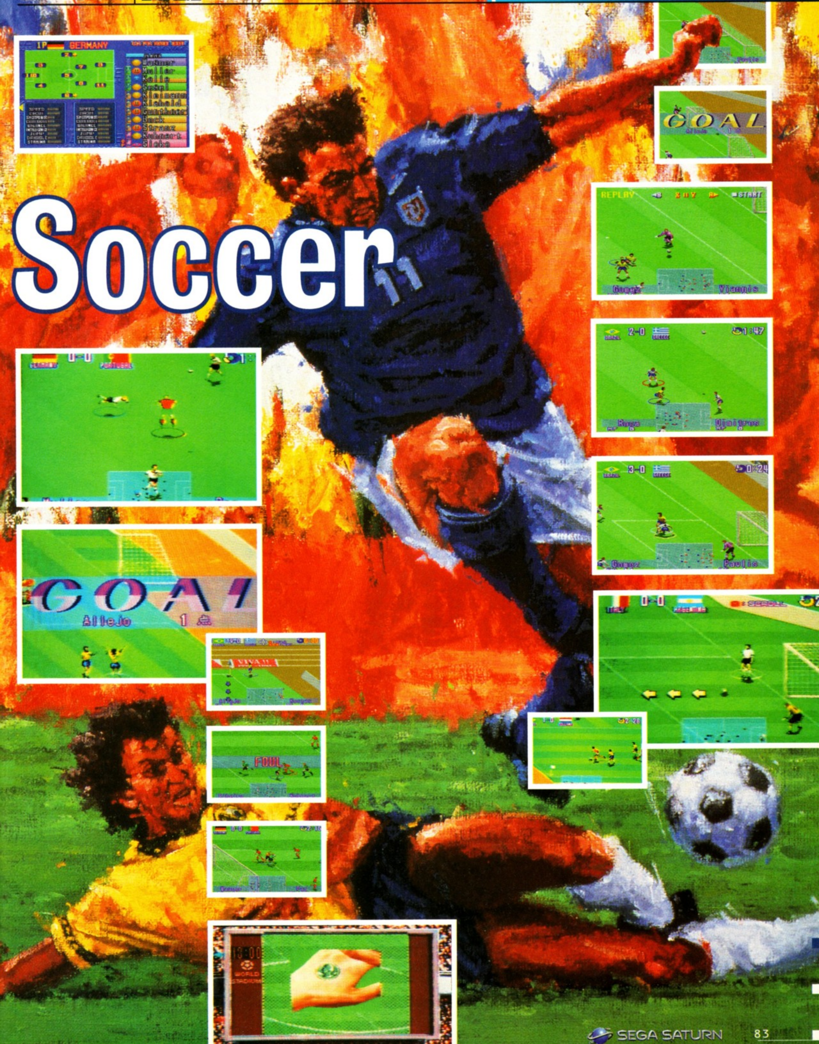
The animation is amazing considering the game's on a 16-bit machine.





Soccer



BY	SEGA
PRICE	£TBA
STYLE	SPACE

Video games are not, as you might think, a force patronised by sad nostalgics. But you'd be surprised at how many reminisce about the great games of the past, and how they were around to see them. And the very Woodstock of gaming has to be Elite; the grandiose and epic space trading and combat simulator.

Darxide

One of the creators of this game, David Braben, went on to spend the rest of the Eighties working on Elite II. Just as epic, for the just as laughable Amiga. Now in the Nineties, he has turned his attention to the 32X, and taken unmistakable elements of his past triumphs into the stripped-down form of Darxide. In this unusual shoot 'em up the emphasis is on quick reactions and maximum firepower.

Players control a split-wing fighter, viewed from a chase position, and centred in a stylish series of oval instrument panels. The deep-space environment of the game's 11 levels feature a series of asteroids, which harbour various mining operations, protected by a vicious series of defenses. Simple — eliminate the defenses, annihilate the asteroids and get home in time for tea and biscuits.

The errant moons have been deliberately sent by an alien race who want to have sole control of the mining operations, and have even hollowed out some spare asteroids as bases for their flying saucers. Destroying these with your auto-targeting weapon releases the full force of enemy hardware. On other outposts, the asteroid's demise merely results in the death screams of the colonists echoing over your intercom as they plunge into space. Serves them right.

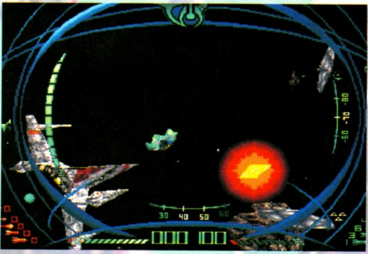
The game's objectives are more focused than any previous Braben game and, although the later levels feature new power ups and extra gameplay elements thrown into the mix, it's essentially a reaction-testing blaster. This is not to say the game is not pushing the 32X hardware, as these stunning screenshots show. All the spinning asteroids are fully texture-mapped, and the 3-D update is superb. Sound is depth-cued so the full effect of explosions matches with the visuals. The team's aim is also to have a honey-voiced computer in the final build, who offers statistics in true sci-fi movie style.

The work on Darxide to this date has been assembling the game engine — entirely new — and setting the agenda for each level. The final few months of programming will concentrate on adding the various gameplay features and grooming the inertial control further. Expect to see Darxide surfacing sometime on the other side of Christmas.







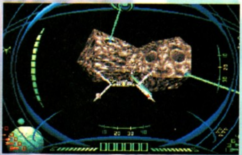




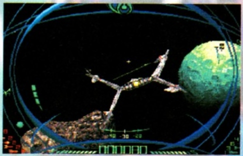




Darxide's graphics are amongst some of the best yet seen on the 32X – they're totally amazing.



Here's your problem. What's in the asteroid? Colonists or aliens? The only way to find out is by attacking it.



It's essential to track down the power-ups, especially on the later levels which are going to be dead tough.

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BY	VIRGIN
PRICE	£49.99
STYLE	3D PLATFORM
RELEASE	NOVEMBER 1995

Spot Goes to Hollywood





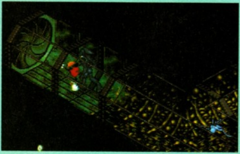
And there we were, sitting around waiting for this on Saturn, when Virgin suddenly storm in with this superb 16-bit version.











Virgin and developers Eurocom prove both that there's still life in platform games yet, and that licensed characters don't always front poor product. Cool Spot goes to Hollywood is the fruit of two years development, starting from a basic idea of an isometric platformer from the Virgin producers, who have also been busy concentrating on the Saturn version in California.

Over in their less glamourous Derbyshire surroundings, Eurocom have kept the 16-bit side up by producing a multi-level adventure that transcends the normal action of platform games. Isometric games are notoriously hard to realise, as the practical problems of mapping three-dimensions of movement and position are a huge strain on the Megadrive's CPU.

It has been remarkably achieved here, though, with extravagant graphics and animation thrown in for good measure. Cool Spot is set free in 12 movie inspired worlds, looking for the scattered spots that will free him from his movie hell. In the initial pirate world, things start simply enough, with a stroll on a ship's deck and a dip in the ocean, but things soon diversify into puzzle gameplay once you enter the secret-strewn haunted house and Pumpkin castle.

Few popular genres are missed out, and the cheeky use of some familiar sprites and backgrounds — Tron and Terminator are definitely parodied for starters — makes the game the colourful and enjoyable jaunt it is. As well as a constantly changing feast for the eyes, the change of pace and gamestyle really spoils the player, with the added freedom to select levels in any order within each world. The programmers have had great fun (and made the game fun in the process) adding secret passages at every stage, and even sub-games.

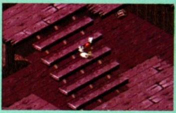
Although things are never quite taxing enough for the hardened gamer fraternity, and the enemy count is sometimes low — which reflects some programming restrictions — Cool Spot has to stand out as one of the year's real Megadrive blockbusters, which will certainly outshine anything else within the same field this Christmas.

SAM HICKMAN









Takes both platform and isometric games further on the Megadrive than anyone could realistically have expected. Sure to be this year's sleeper hit.

graphics	94
sound	81
playability	90
lastability	90

overall **90%**



BY	CODEMASTERS
PRICE	£44.99
STYLE	RACING
RELEASE	OCTOBER 1995

Micro Machines 96

What is it with remixes these days? Half the 'songs' in the pop charts are remixes of the other half and now games are being remixed, like Virtua Fighter. Seeing as everyone's gone remix crazy it isn't really surprising that one of the best Megadrive games ever should be treated to a facelift.

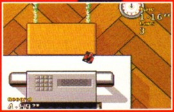












It doesn't look that much different to the first game, does it?







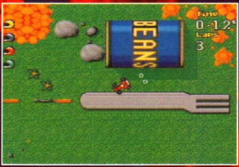
The track editor in Micro Machines '96 is a bit disappointing.

Anyone who's played Micro Machines 2 will be forced to admit that it's definitely one of the best games in history. So therefore a remixed version with new tracks, vehicles, play modes AND a track designer should be perfect, right? Well, it all sounds good – lots of new vehicles including police cars in a toy town, solar-powered cars in the science lab, go-karts in the gym – the lot. Then there's the fact that you can race on 65 tracks (sadly there are only 27 selectable multi-player tracks) and there's new play modes like time trial challenges and pro leagues. The best multi-player tracks from MM2 have also been included and improved, along with some previously one-player only tracks.

Of course, we shouldn't forget the biggest new feature: The Construction Kit. You can now build your own tracks from scratch, choosing where all of the scenery should be, in what weather you want to race and with which cars. Sadly, the construction kit is a bit of a let-down, as it isn't anywhere near as comprehensive as the PC version – you can't edit graphics and you're severely limited as to what you can use in your tracks. It is also quite silly that a company like Codemasters, who are well known for their ingenuity, should use quite a lot of slightly improved "old" tracks and charge people for them again, rather than releasing the game as a plug-through upgrade cartridge.

But enough of the bad points. This game is still the most playable I know and for a Micro Machines fan it really is the best thing around. The sad thing is that even though this is one of the best games ever it's still not enough of an improvement over MM2 to make it an essential purchase. Take a look at the scores and you'll see how good the game is. It's just a bit of a shame, because it could have been a major step up from MM2.

ED LOMAS



One of the all-new tracks in Micro Machines '96. Make the most of it.

It's better than Micro Machines 2 and therefore one of the best games ever. However, if you have the original, think carefully before buying.

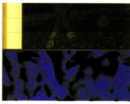
graphics	93
sound	88
playability	97
lastability	94

overall 92%

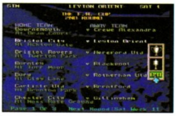
BY	SEGA
PRICE	£49.99
STYLE	STRATEGY
RELEASE	NOVEMBER 1995


The icons are basic but easy to follow.


(Below) Up the Alex! Hooray for Dario etc.



These are the animations you get during the match.

Football management games have long been the domain of PC and Amiga owners. But now, for the first time on console, you can finally get to grips with the tougher side of football and battle it out for league glory.

Premier Manager

Thankfully, the Megadrive finally has a football management sim, and it's pretty comprehensive. You may not have the power to make Les Ferdinand wear pink chiffon, but every other aspect of running a club, of any stature, is in your clammy hands. It's all quite accessible too, with a series of menus streamed off a main bank of icons. Play consists of choosing options within weekly turns, then sitting down through the matches to see the effect of your handiwork on the team's performance.

As well as detailed player lists and transfer markets, the game diversifies into billboard sponsorship, ground improvements, European competition, creating a training regime and even a junior side. News of your competitors actions is brought by a teleprompter, which also produces the pools results in true Grandstand fashion.

Presentation is, by 16-bit standards, spartan. Few graphical touches are employed beyond the icons and a depiction of your ground, and the tightly packed player lists and accounts are austere. This does make important information easy to pick out, though. Naturally, you have no control over the matches, which are played out as a series of short animations over a rolling 'commentary' of play. After a few sessions, you'll skip through these periods on the ultra speed setting, which is thankfully very fast.

You can start on any level, from a top-rank Premiership team, to lowly conference-league dregs with a muddy field and a hot dog stand. The game is a challenge at any stage, and it will take some time before you feel you are making decisions on any other basis than instinct and luck.

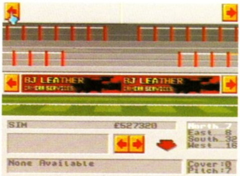
Without a battery back-up, all this would be pointless, and sensibly the game allows you to save a single position. This may seen mean, but even this caused the programmers severe headaches, as all the info had to be squeezed into a mere 32k of dynamic RAM. On balance, although the limitless ability of computers to save game positions is sorely missed, the standard of Premier Manager is so high, that anyone interested in games of this sort should be more than happy with it.

GUS SWAN


The transfer game's a risky one. You could always pick up a bargain, or be saddled with a donkey







At long last, the football management simulation the Megadrive deserves. Every element works well, and it's a must for every football fan.

graphics	44
sound	50
playability	90
lastability	91

overall 91%

BY	SEGA
PRICE	£49.99
STYLE	PLATFORM
RELEASE	NOVEMBER 1995

What Vectorman lacks in inspiring scenario or originality, it more than compensates for in enthusiasm and game 'feel'. Blue Sky's programming shows just how far the Megadrive can take the genre of platform shooter, when the playability is kept central to the endeavour.

Vectorman

Vectorman — a disjointed, metallic and frankly unlikely robotic hero, arrives to save mankind from ecological despair and a nightmare future dominated by its own mechanical creations. As even the toasters rebel and the pie-making cyborg death police take to the streets, Vectorman is one of the few reliable machines left.

He traverses countless sombre levels packed with laser-spitting sentinels, in a game that manages to maintain a distinct visual style, making it one of the most unusual Megadrive titles of the year. The action is always to the fore with barely a pause between entry and exit point, and plenty of opportunity for Vectorman to 'tool up' via the spinning television sets housing the game's many extra weapons.

These are impressive, both in their imaginativeness and their impact, as showers of sparks connect with enemies to create thunderous explosions. As well as weapons, extra powers enable Vectorman to morph into different machines. The game gives the player freedom to experiment with these to find hidden areas and the less accessible bonuses.

A fair portion of the game departs from the usual platform formula, with levels set on a bizarre scrolling bamboo table, or a single train track suspended above green fields, with Vectorman in control of a locomotive. In the latter, a grotesque cyborg with huge hands appears from below, attempting to derail the train.

It is not just these sections which make the game a success. It's the time that's been spent on making the main character so responsive, and the impressive pacing of the game that keeps the player engaged despite some weaker stages.

Vectorman has a stylishness that shows up many flashier, licensed games that have been designed with less attention to gameplay, and despite any obvious original thinking, it's a powerful sum of parts that any shoot 'em up fan should own.

GUS SWAN


Doesn't look like a Megadrive game, does it? Looks all swanky, doesn't it? Eh?




Vectorman is full of impressive visual effects such as this.

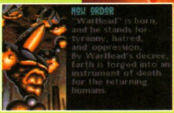


A genuine rrokk! beast






Graphics maketh not a game? My chin. Vectorman, whilst stunningly playable, wouldn't be half as good if it weren't for the incredible visuals.



Rarely have machine, cart and joypad worked in such beautiful synchronisation. Few platform blasters can compete with Vectorman's exceptional smoothness and all-out weirdness.

graphics	91
sound	90
playability	93
lastability	88
overall	90%

BY	SEGA
PRICE	£49.99
STYLE	PUZZLE
RELEASE	NOVEMBER



Marsupilami means nothing to us Brits, but apparently this Disney animated character is popular in France. But the lemur-like star of this puzzle game will have an uphill struggle making an impact with Megadrive owners here.






Marsupilami

The basis of the game is as unusual as the character. It's Sega's first out-and-out Lemmings clone, set across two dozen horizontally scrolling levels. Marsupilami escorts his less agile elephant friend, Bonelli, in an escape bid from his circus trainer captor. Taking Bonelli from each entry to exit point means he has to negotiate natural hazards and deliberate traps, both of which he is ill-equipped to deal with.

The solution, and the crux of the gameplay, is Marsupilami's flexible tail. By collecting action icons, which then appear in a strip along the top of the screen, Marsupilami can form stairs, a winch and various other contraptions with his tail to help his elephantine chum through. Should the pachyderm wander away the penalties are harsh, as a strict time limit is imposed, and the trainer is never far behind.

This forms the secondary element of gameplay — timing. Certain enticements, like fruit pieces, or the lash of Marsupilami's tail, help goad Bonelli, but even so the game is dangerously frustrating from the outset. This sharp, unforgiving difficulty curve is ill at ease with the cheerful, simplistic graphics and cartoon characters. The action starts in a circus environment, with clowns and jugglers, but the scenery changes frequently.

The actual content of each level isn't too complex, and often a hummingbird character, Tignass, flies past with unsubtle hints of your next move. The ideas come easily, it's the application of them that's hard. Marsupilami is undoubtedly aimed at the young, but there'll be plenty of tears before bedtime after many fruitless attempts to get to grips with the control system, and deal with the rigours of the clock.

It's a pity, as this marrs an otherwise refreshing and well-produced game that fills a niche in the market for arcade puzzlers. Older players who appreciate Lemmings and games of that ilk should try not to be put-off by the styling, and go for this year's premier scalp-exerciser.

SAM HICKMAN






The graphics are fantastic, which helps relieve some of the stress which builds up while you're actually playing the game.

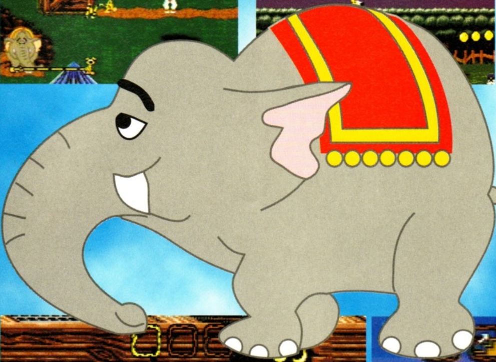


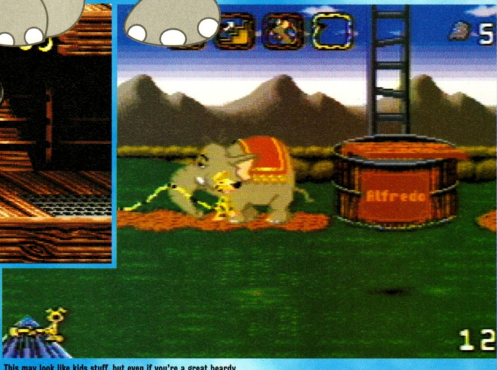






Elephants are supposed to be a bit smart, aren't they? Surely they don't need the help of a mutant lemur.





This may look like kids stuff, but even if you're a great beardy six-foot plus Mensa member you'll often find yourself beating your joypad in frustration.




A well-worked puzzle game, with its own elements of character. The major failing is a crippling difficulty level that will alienate its intended young market.

graphics	80
sound	84
playability	80
lastability	83
overall	82

There's so much to fit in that we're not going to waste space waffling on here. You just need to know that we've listed every finishing move in the game as well as an EXCLUSIVE Endurance Mode cheat and EXCLUSIVE boss character moves.

Mortal Kombat II

KEY TO MOVES

U - Up
D - Down
F - Forwards
B - Backwards
HP - High Punch
LP - Low Punch
HK - High Kick
LK - Low Kick
BK - Block
R - Run
+ - Press both buttons at once
, - Press buttons in order

FINISHING MOVES

Every single one of these finishing moves works on the Megadrive version of the game, with most of them working in the arcade as well.

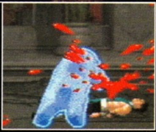
SHANG TSUNG

Floor Spikes Fatality - (close) Hold LP + press D, F, F, D
Green Splat Fatality - (close) Hold LP + press R, BK, R, BK
Friendship - LK, R, R, D
Babality - R, R, R, LK
Cobra Animality - (close) Hold HP+ press R, R, R, release HP
Pit - Hold BK + press U, U, B, LP



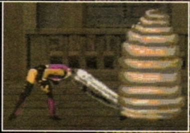
SUB-ZERO

Freeze Snap Fatality - (close) BK, BK, R, BK, R
Ice Blow Fatality - (just outside sweep) B, B, D, B, R
Friendship - LK, R, R, U
Babality - D, B, B, HK
Polar Bear Animality - (close) Hold BK + press F, U, U
Pit - B, D, F, F, HK



SINDEL

Scream Fatality - (close) R, BK, BK, R+BK
Hair Spin Fatality - (sweep) R, R, BK, R, BK
Friendship - R, R, R, R, R, U
Babality - R, R, R, U
Butterfly Animality - (close) F, F, U, HP
Pit - D, D, D, LP



SONYA

Pink Kiss Fatality - (jump) Hold BK+R + press U, U, B, D
Flame Kiss Fatality - (anywhere) B, F, D, D, R
Friendship - B, F, B, D, R
Babality - D, D, F, LK
Hawk Animality - (close) Hold LP + press B, F, D, F, release LP
Pit - F, F, D, HP



JAX

Big Foot Fatality - (jump) R, BK, R, R, LK
Blade Hands Fatality - (close) Hold BK + press U, D, F, U, release BK
Friendship - LK, R, R, LK
Babality - D, D, D, LK
Lion Animality - (close) Hold LP + press F, F, D, F, release LP
Pit - D, F, D, LP



STRYKER

Bomb Fatality - (close) D, F, D, F, BK
Stun Rod Fatality - (just under full screen) F, F, F, LK
Friendship - LP, R, R, LP
Babality - D, F, F, B + HP
T-Rex Animality - (one step) R, R, R, BK
Pit - Hold BK + press F, U, U, HK



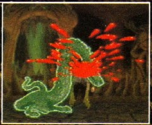
KANO

Skeleton Removal Fatality - (close) Hold LP + press F, D, D, F, release LP
Eye Laser Fatality - (sweep) LP, BK, BK, HK
Friendship - LK, R, R, HK
Babality - F, F, D, D, LK
Spider Animality - (close) Hold HP + press BK, BK, BK, release HP
Pit - Hold BK + press U, U, B, LK



LIU KANG

Fatality - (anywhere) F, F, D, D, LK
Fatality - (anywhere) Hold BK + press U, D, U, U, release BK, BK+R
Friendship - R, R, R, D+R
Babality - D, D, D, HK
Dragon Animality - (one step) D, D, U
Pit - R, BK, BK, LK



ENDURANCE MODE

To access the multi-player Endurance Mode, go to the title screen and hold A and C then press Start on controller 1. You'll be able to select up to eight characters for each of the two teams and if you've got a Sega Multitap plugged in you can have three or four players. Players 1 and 3 make up one team and players 2 and 4 make up the other. When the first character in a team has been beaten, he/she explodes and the next one down the list takes over.



RANDOM SELECT

To be given a random character, hold Up and press Start on the character select screen.

FINISHING MOVES

MERCY

To show Mercy, the fight must first go to three rounds. When you win the third round and the "Finish Him/Her!" message appears, move over half a screen from your opponent, hold Run, press Down, Down, Down and release Run. "Mercy" will appear on the screen and your opponent will get a tiny amount of energy back.

FRIENDSHIPS AND BABALITIES

To perform Friendships or Babalities you mustn't press the Block button during the final round of the match. Most Friendships and Babalities can be performed from anywhere on the screen but for a few you have to be out of sweep range.

ANIMALITIES

To be able to do Animalities you must first win and perform a Mercy (see 'Mercy" section). Now beat your opponent up again and press the buttons as usual.

BACKGROUND FATALITIES

It's possible to knock your opponent into the background on some of the stages using the "Pit" fatality listed with each character. The backrounds are: The Subway, The Pit 3 and Shao Kahn Tower. Simply move close to your enemy and press the buttons.

FATALITIES

To do Fatalities you must be exactly the right distance from your enemy for them to work. In brackets before each Fatality is the distance from your opponent at which you should stand. If a Fatality requires you to press and hold an attack button, move away from your opponent, press and hold it, then move close to avoid knocking them over.

Close - Move as near to your opponent as possible, so that you are touching them.
One Step - Move right up close and tap away once.
Sweep - Stand just at the edge of the reach of a sweep .
Jump - Move close to your opponent and take one jump away.
Full Screen - Move right to the far edge of the screen.

MOTARO



For now you'll have to use the Pro Action Replay code "FF012 7000F" to play as Motaro.
Fireball - D, B, HP
Grab and Punch - F, F, LP
Teleport - D, U

CYRAX



Self-Destruct Fatality - (close) D, D, F, U, R
Helicopter Head Fatality - (anywhere) D, D, U, D, HP
Friendship - R, R, R, U
Babality - F, F, B, HP
Shark Animality - (close) Hold BK + press U, U, D, D
Pit - R, BK, R

SEKTOR



Platform Crush Fatality - (sweep) LP, R, R, BK
Flamethrower Fatality - (over half screen) F, F, F, B, BK
Friendship - (half screen) R, R, R, D
Babality - B, D, D, D, HK
Bat Animality - (close) F, F, D, U
Pit - R, R, R, D

NIGHTWOLF



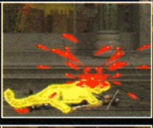
Light Beam Fatality - (close)Hold BK + press U, U, B, F, release BK, BK
Lightning Axe Fatality - (jump) B, B, D, HP
Friendship - (outside sweep) R, R, R, D
Babality - F, B, F, B, LP
Wolf Animality - (close) F, F, D, D
Pit - R, R, BK

SHEEVA



Head Pound Fatality - (close) F, D, D, F, LP
Skin Peel Fatality - (close) Hold HK + press B, F, F, release HK
Friendship - F, F, D, F, wait half second, HP
Babality - D, D, D, B, HK
Scorpion Animality - (close) R, BK, BK, BK, BK
Pit - D, F, D, F, LP

KUNG LAO



Spin Fatality - (anywhere) R, BK, R, BK, D
Hat Slice Fatality - (sweep) F, F, B, D, HP
Friendship - (anywhere outside sweep) R, LP, R, LK
Babality - D, F, F, HP
Leopard Animality - (close) R, R, R, R, BK
Pit - D, D, F, F, LK

KABAL



Scream Fatality - (close) R, BK, BK, BK, HK
Head Pump Fatality - (sweep) D, D, B, F, BK
Friendship - (anywhere outside sweep) R, LK, R, R, U
Babality - R, R, LK
Rhino Animality - (close) Hold HP + press F, F, D, F, release HP
Pit - BK, BK, HK

SMOKE



If you want to play as Smoke now, use the Pro Action Replay code "FF012 7000E". For player 2, replace 7 with 9.
Harpoon - B, B, LP
Teleport Punch - F, F, LK (can be done in air)
Invisibility - Hold BK + press U, U, R (repeat to reappear)
Air Throw - BK (in air)
Earth Explode Fatality - (full screen) Hold BK + press U, U, F, D, release BK
Internal Bomb Fatality - (sweep) Hold R+BK + press D, D, F, U
Friendship - (full screen) R, R, R, HK
Babality - D, D, B, B, HK
Bull Animality - (outside sweep) D, F, F, BK
Pit - F, F, D, LK

SHAO KAHN



The Pro Action Replay code "FF012 70010" lets you play as the big man.
Fireball - B, B, F + LP
Mallet - B, F, HP
Charge - F, F, LP
Jumping Charge - F, F, HP
Taunt - D, D, LK
Laugh - D, D, HK

GAME *of the month*

Virtua FIGHTER

Remix + *CG portrait collection*

BY	SEGA
PRICE	£29.99
RATING	★★★★★















Any Saturn owner will have already played the version of Virtua Fighter packaged with the machine, and it's already been hailed as one of the best combat games ever to appear on a console. So why bother with Virtua Fighter Remix? Well, if you're a die-hard AM2 fan or a complete Virtua Fighter freak, you absolutely have to buy it, because all the glitches from the original have been taken out, plus texture mapping has been added to the characters, and the graphics on the fighter select screen have been given the Anime treatment. Obviously, the gameplay remains the same as the original (apparently the fighters are slightly larger), but it was so good already there wasn't any need to change it. There's no doubt that this is a slicker affair than the packaged game. As an added extra, there's also a CD filled with Virtua Fighter 2 portraits which is a great touch, even if it doesn't serve any real purpose.







A must for VF fans.



The gameplay is unchanged, but the new graphics look incredible.



As a bonus this disc contains loads of still pics of the characters.











Daytona USA



BY	SEGA
PRICE	£49.99
RATING	★★★★★

Well, chances are that if you've already bought a Saturn then this game forms part of your collection (it's already been out for months), but for those who don't have it, here's a very simple message – go and buy it now! Converted from the top arcade game, Daytona is a treat to be savoured for all Saturn owners. All three tracks from the arcade version have been faithfully converted, along with the (decidedly dodgy) music, some excellent graphics, and loads of brilliant cheats. There's been many a harsh criticism bandied about over the way the graphics update and, unfortunately, it has to be said that it does suffer somewhat from trees-appearing-out-of-nowhere syndrome – in fact, this is the game's one and only downfall. The good thing is that it doesn't affect the gameplay, and if you're quick getting down the shops you'll still have time to enter our excellent Time Attack competition!





Yes, you can even race as a horse, providing you know what the cheat is.



Bug

BY	SEGA
PRICE	£49.99
RATING	★★★★★



Collect the cans for energy.



Better than Shinobi X



Bug's no Sonic, but the game's still a real cracker. The gameplay makes full use of the 3D and the graphics are ace.







This is Sega's first official foray into the world of next generation platforming (thankfully Astal never saw the light of day over here) and it has to be said that, although it's not everyone's idea of gaming heaven, it is a huge, technically impressive adventure. Played out in semi-3D, Bug must avoid all of Queen Cadavra's critters and attempt to make his way on to the silver screen by battling through each level. It's slightly disappointing that the game isn't played out in true 3D – if Bug walks away from the screen you'll just see a behind-the sprite view, and he becomes smaller the further he walks away – but it is a really smooth and visually stunning game. Plus, seeing as it's both huge and absolutely rock hard, you can be guaranteed that it will last a fair old while too.

Overall, this is a brilliant little game that will keep you occupied for weeks. Plus it has the added benefit of being the first platformer on Saturn – and it's certainly a whole lot better than Shinobi X, which at the moment is the only other platforming alternative.






Myst

BY	SEGA
PRICE	£44.99
RATING	★★★★








Now this is a difficult one. If there's one thing that's ever been said about Myst it's that you'll either love it or hate it. You see, it's one of those puzzly-type games that goes one of two ways: it'll either deeply engross you or completely infuriate you.

After being sucked up into the pages of a book and dumped on a deserted island, it's basically down to you to discover the land's secrets. it seems that at one time humans did inhabit the island, but there's little evidence of them left now, apart from a few video diaries.

With plenty of lands to discover and some of the most complex puzzles ever created for a game, this is one strictly for puzzle fans only. However, if you are a fan of the genre, this is a complete must-have. The sheer depth of the game mixed with some stunning graphics and intriguing storylines makes for a really incredible adventure. However, like we said, for puzzle fans only.



Shinobi X




BY	SEGA
PRICE	£49.99
RATING	★★★

Longtime Sega hero Joe Mushashi makes his debut on the Saturn with scimitars a-swinging and guns-a blazing. Kind of. Oh, alright then "in a very half hearted way" would be more precise. Although this platformer plays really really well, it doesn't really seem to be suited to the Saturn. In fact, if we're talking looks, it would definitely be more at home on the Megadrive. You see, for all the nice-looking explosions and huge bosses, this really can't disguise the simple fact that it's another Shinobi game that somehow managed to find its way on to CD instead of cartridge. Which doesn't necessarily make it a bad game. Not by any means. It's just that being on the Saturn and everything, you'd probably expect a bit more for your money. Which funnily enough, is probably why they bunged on a tacky Japanese FMV fight scene as an intro.





Great if you loved the original Megadrive series, but newcomers might not see the appeal.








Panzer Dragoon



BY	SEGA
PRICE	£49.99
RATING	★★★★★

Those of you who sent away your Saturn registration cards will have already enjoyed one level of Panzer Dragoon courtesy of Sega, and that alone should be enough to make you rush out and buy the full game. But, if you still need convincing, let's reiterate our review from last issue. Arriving with second batch of releases for the Saturn, Panzer Dragoon is easily the most impressive in both graphical and gameplay terms.







CD FILMS



To play any of the following films or interactive music CDs, you'll need the Saturn Video CD Card. For more information, suppliers, and prices, turn to page 56.

FORREST GUMP

BY	PARAMOUNT	PRICE	£14.99	RATING	★★★

Yeah, yeah we know Tom Hanks won an Oscar for it, and the special effects were nothing short of genius, but for the most part, this film is pure American schmaltz.With Tommy boy taking the lead role as simpleton Forrest Gump, the story follows his struggle to do, well, just about everything – from being a school football hero to single-handedly saving his Vietnam comrades from certain death – in the righteous American way. There are some genuinely funny scenes to be found, and this is pure entertainment, but feelgood movie? About as uplifting as a gas bill on a wet Monday morning.

BEASTIE BOYS -SABOTAGE

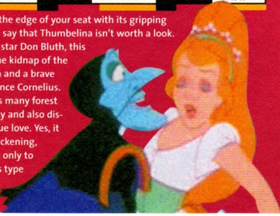
BY	POLYGRAM	PRICE	£14.99	RATING	★★★★★

What is it about the Beastie Boys that makes you want to immediately chuck your job in and join the travelling circus? Well, it's pretty simple – these guys really know how to have fun. Serious fun. This hour-long jaunt into the world of the Beasts follows them jamming in the studio, going berserk on stage, producing their very own hilarious seventies cop series spoof, snowboarding, skateboarding, dressing up as old gits and playing basketball, dressing up as stuntmen, dressing up as people on a cookery programme – it goes on forever and is absolutely top entertainment. Worth the money, if only to see the most eye-watering skateboarding catastrophes ever caught on film.

THUMBELINA

BY	POLYGRAM	PRICE	£14.99	RATING	★★★

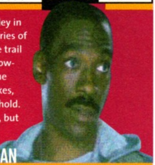
It won't have you on the edge of your seat with its gripping plot, but that's not to say that Thumbelina isn't worth a look. Created by ex-Disney star Don Bluth, this animated film sees the kidnap of the beautiful Thumbelina and a brave rescue attempt by Prince Cornelius. Thumbelina befriends many forest animals along the way and also discovers the value of true love. Yes, it does all sound a bit sickening, doesn't it? Still, that's only to be expected from this type of film – one for younger kids really.



BEVERLY HILLS COP 3

BY	PARAMOUNT	PRICE	£14.99	RATING	★★

Eddie Murphy returns once again as cop Axel Foley in this fast moving murder mystery flick. After a series of unusual incidents, Foley finds himself hot on the trail of a murderer, who eventually leads him to a showdown in a Theme Park. As you'd expect, this is the usual Eddie Murphy fodder –loads of cheesey jokes, women and comedy assistance form Judge Reinhold. Not the most riveting of the Beverly Hills trilogy, but inoffensive enough.



STAR TREK II: THE WRATH OF KHAN

BY	PARAMOUNT	PRICE	£14.99	RATING	★★★

The follow-up to Star Trek: The Motion Picture does a far better job of bringing the spirit of the series to a big budget movie. Ricardo Montalban reprises his role as ruthless super-psychopath Khan from the 1960's episode 'Space Seed', as he steals a Federation starship and seeks revenge on Kirk. Plenty of action, dazzling special effects and a half decent plot make this one of the most enjoyable Star Trek movies. Providing you don't have a hysterical fear of earwigs.

STAR TREK III: THE SEARCH FOR SPOCK

BY	PARAMOUNT	PRICE	£14.99	RATING	★★

A Star Trek movie without Spock just wouldn't be the same. A bit of a problem considering he died at the end of Star Trek II. Thus a whole film was contrived to bring him back. The hokey plot concerning Spock having been resurrected as a child is made up in part by a fair bit of action involving the Klingons. And for Trekkies it's probably worth purchasing just for the destruction of the Enterprise. Overall, a fairly enjoyable affair, but not a Star Trek classic.

STAR TREK IV: THE VOYAGE HOME

BY	PARAMOUNT	PRICE	£14.99	RATING	★★★

The Voyage to the Old People's Home more like, as the now venerable crew are called in to save 25th century Earth from yet another alien menace, this time by travelling back to 1986 San Francisco to find some whales. Placing more emphasise on the laughs and less on the action as the crew have to face the madness of 20th century life, The Journey Home is possibly the best of the Star Trek movies for capturing the feel of the old series.

next Month

IN ISSUE 2 WE'LL BE CONTINUING OUR TOP COVERAGE ON ALL THINGS SATURN, FOLLOWING UP OUR VIDEO WITH YET ANOTHER EXCLUSIVE GIFT ONLY AVAILABLE TO SEGA SATURN MAGAZINE READERS. WE'LL ALSO BE BRINGING YOU THE VERY FIRST REVIEW OF VIRTUA COP, AN EXTENSIVE LOOK AT SEGA'S HANG ON GP, PLUS NEWS OF EXCITING NEW SATURN TITLES FOR 1996, REVIEWS OF FIRESTORM, WING ARMS, VIRTUA RACING, DEFCON 5, REVOLUTION X AND DEVELOPMENT NEWS OF VIRTUA COP 2, FIGHTING VIPERS AND MANX TT.

AND OF COURSE, LOADS MORE TOO.



SEGA SATURN MAGAZINE. ISSUE 2. OUT NOVEMBER 24TH. YOU CAN'T AFFORD TO MISS IT.

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SPECIAL NO THANKS: Those people who generally made our lives very difficult this month. Thanks and all that.

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